

Immortal: The Gathering

20th Anniversary Edition

EDITION 0.28

Foreword

Highlander: The Gathering was written back in 1993 and is one of the most loved fan supplements. Unfortunately for us, some 20 years have passed since edition 2.5 was made. With the rise of the 20th anniversary editions of Vampire, Werewolf, and Mage, I thought it would be a good idea to redo the rules for modern times.

Some of the things changed in this are the virtues system. Originally Immortals didn't have virtues like humans, however with the creation of new editions of Vampire, this changed, Immortal didn't. So, I have introduced the concept of Dark Quickening, which functions similarly to Torment from Demon, but transfers between Immortals after a death. This has added a sense of morality that is well known to the World of Darkness, and now Immortals are not excluded from this.

While writing this I tried to preserve as much as the original concepts (and wonderful text) as possible, and to clear up some things about

Immortals. I also choose to ignore the bad Highlander movies, and to keep the good fluff in check, while preserving the original game's concepts. This means the game's Immortals are slightly different than the ones in series and movies. Deal with it; we can't get everything we want

"Immortal: The Gathering 20th Anniversary Edition" is compiled from Hank Driskill and John Gavigan's "Highlander: The Gathering" and Mark Antill's "The Highlander Player's Guide.", and R's Revised Edition. This net supplement would not be possible without their hard work.

This version brings together the best elements of the work of these gentlemen into one sourcebook. It also places the supplement in step with the 20th Anniversary Edition books, both mechanically and thematically. This version is somewhat darker than the previous versions.

Thank you and enjoy. -Outlander

Prologue

Calcutta, not so long ago...

"Please, sit down. Yes, I know that you have questions about what is going on. I will do the best I can to answer your questions."

"I have been able to piece together what happened. The people around you thought you were dead. They thought you had died with your husband. They buried you both together. Yes? At some point not long after they closed the stones over you, you woke up. You found yourself in a cold and dark place next to a dead body. I know what that is like. Really, I do."

"So then you just drifted off, you fell asleep as it were."

"Until last week, when you woke up again. The tomb had cracked open and you found yourself in this strange world that you do not recognize that looks like it was laid over the one you come from. Believe me, I understand that very well. So, after that you came out of the tomb, only to have a mob in Khulna try to stone you to death."

"No, this is not the afterlife. You did not fail your karma — at least not the way you think you did. This is not a hell. Well, not technically at any rate."

"You are alive. You breathe, you eat, you sweat, you sleep. You are very alive. You are more alive than the people walking the street outside. Yes, we are in Calcutta. You, and I, we are not like them. I know you do not understand. This is a lot to absorb all at once. You can give it time."

"You have been given a legacy, a birth right. You and I are special people. Before you 'died', you were just like other women. You would grow old, get sick and...ah...bleed. The difference was this legacy in you. It was like a spark or an ember."

"That ember blazed into a fire with your death. The fire in you is called the Quickening. I have too. That is what you felt in the market place before you saw me."

"Eh? Yes, all your wounds have healed quickly. That is part of what the fire in you means. You heal quickly. You will never get sick. You will never get old. You will be stronger, quicker and more alive than anyone else around you. So, no, the people in the market could not have killed you with the stoning."

"Yes, I don't have to worry about those things either."

"How old am I? That is very perceptive of you. Yes. I stopped aging and I am much older than I look. I told you to call me Juan Mendoza. My real name is Teopixquitletl. I am the last High Priest the Feathered Serpent God from a vanished empire. I am more than 500 years old."

"Yes, we are very separate people. No, I have never worshipped Allah. So why are we both like this?"

"I have no idea. I wish I did know. I wish had a better answer for you. It is the mystery of our existence. None of us knows why we are like this. There are others of us. Not many, though. Immortals have always been few in numbers."

"Yes, your right. There is a down side to this. In addition to never growing old, you will never again...ahem...bleed. You cannot have children. The choice was taken from all of us."

"Moreover, saying we are Immortal is over stating it. We can and do die. If - for any reason - lose your head, you die. There is more. Immortals kill each other - cut off each other's heads - to take each other's power. If another Immortal cuts off your head, he gets your power. Yes, that is why I carry this sword. Swords are probably the best weapon to use to cut off someone's head, if you know how to use one. Once, a long time ago, this sword belonged to a Spaniard named Cortez."

"Why didn't I cut off your head? Well, for lack of a better term, it would have been rude. Someone taught me the ways of life of Immortals. It is only right I return the favor to the world. However, most Immortals you meet will not be so kind. Most will simply want to kill you to take your power."

"What power do you have? Besides our healing and no longer aging, as you take the power of other Immortals you will be able to run

faster, be stronger, heal even more quickly. Those are just some of our potential powers."

"Immortals battle each other. It is just the fact of our existence. Someday, only one Immortal will be alive. This Immortal will have all the power of all the Immortals who ever lived. This is 'the Prize.' No one is certain exactly what the Prize is, but it means great power."

"Unfortunately, we are not alone on this world. There are other supernatural beings. You will probably meet some of them sooner-or-later."

"There are Vampires. There are Werewolves and werecats. There are sorcerers and shamans and people who practice a clockwork magic that only an accountant could love. There are ghosts. There are strange creatures whose souls are dreams. There are hunters who want all of the above - and that includes you and me - to die. They all have their societies and groups. They all have their own battles and causes. You may even work and fight among them. But you will never really be a part of them. The way of the Immortal is the way of the lonely warrior."

"The only thing all the supernatural beings have in common is the belief that the end of the world is at hand. It means different things to each of them. To us, to Immortals, it means we are now in the time of the Gathering. The Gathering is when the last Immortals on Earth fight each other. The last Immortals in the world kill each other off so that one of them will win the Prize. You came out of your tomb in time for the Gathering. But do not worry too much. I will help train you to defend yourself."

"This is a lot to absorb all at once. Let's go shopping. Calcutta has changed less than you might imagine since your death. Along the way you can ask me any question about the last 150 years - ah, yes, the English are long gone - and about being an Immortal. We'll pick you up a sword. In fact, I know just the place run by this mortal death-cultist fellow."

"You know, your smile, it reminds me of something. There is this painting of Kali in Delhi. You smile just like her."

"Why are we Immortal? I told you, I do not know."

“Ah, why do I think we are Immortal? Because some god wants it that way.”

Chapter One: Introduction

"In the end, there can be only one."

– Ramirez, *Highlander, the Movie*.

Once upon a time, there was an interesting movie. This movie was about a Scotsman who could not – unless decapitated – die. There were others like him. They killed each other. They became more powerful amid a pyrotechnics display. It came down to the Scotsman and a creature of evil.

The Scotsman won, because in the end there could be only one. Several poor movies, a TV show and an animated series later, it looked like there really should have only been one.

Maybe, however, maybe there are other Immortals out there, fighting to survive in a World of Darkness.

Storytelling

This book is an Internet supplement to the World of Darkness published by White Wolf. Players may take on the role of an Immortal – battling other Immortals until only one remains in the world entire.

Running a Chronicle where an Immortal is part of a group is a challenge. Immortals are very powerful characters in the Storytelling system. Their relative lack of vulnerabilities alone makes them dangerous. To keep things balanced, a Storyteller should remember the disadvantages to playing an Immortal. Most other supernatural groups possess powers that an Immortal cannot match. Vampire Disciplines and werewolf Rage bestow advantages that the Quickening does not match. The magic wielded by mages is very dangerous even if Immortals are largely immune to the effects of the Life and Prime.

A Storyteller should keep in mind the aims and desires of the various characters in a group. The aims of a Garou are different from that of a Kindred. An Immortal has but one aim – to survive to win the Prize. The only way to survive and win the Prize is to take the Quickening of other Immortals. This necessitates killing other Immortals. The Storyteller should make certain

that the Immortal character is part of the group for a reason. "Because it's cool" is not sufficient reason for an Immortal player character to aid the other player characters. It is best if the Immortal character has ties to other members of the group. She might be "related" to a Garou. Alternatively, she might be the ally of a vampire or a mage, or she might just be a hired bodyguard. What is important is that she is not just an add-on but a part of the team.

Players and Storytellers

It bears reiterating that the Immortals this book covers are only included in a campaign at the Storytellers discretion. As a net supplement – written and compiled by fans – it is arguably more voluntarily than the books actually published by White Wolf. Highlander-style Immortals fit reasonably well into the World of Darkness. The movie *Highlander* is one of the inspirations for the World of Darkness. It is contingent upon both the player of an Immortal and the Storyteller to make certain the Immortal player character does not run rough shod over the other player characters. The best games are product of mutual effort for everyone's enjoyment. By contrast, the best games are do not revolve around one player and a vicarious quest for godhead.

This supplement assumes the players and Storyteller have access to at least one of the main core books for the World of Darkness, such as *Vampire: The Masquerade 20th Anniversary Edition*. These books contain all necessary information about character creation, combat and rules mechanics. This supplement is mostly useless without at least one of them.

What is an Immortal?

"A creature of legend..." – Nick, Highlander: The Raven

Immortals seem to appear at random from the human population. One in a million perhaps, maybe less. They are born of humans, raised as human, and (to most) appear quite human. They age, living a normal life, until they first are killed, in a violent non-natural death. Then, they miraculously recover, and begin their lives as immortals. Immortals cannot have children. They do not age, and do not get sick. They cannot drown, or die from any conventional injury; they will always recover, no matter how severe the damage. The only way for them to die is to have their head removed from their body, or to obliterate them all at once.

Down through the ages, a legend has been passed from mouth to mouth - that of the "Prize". The legend says that at a time when the number of Immortals in the world grows small, the remaining immortals shall feel an urge to travel to a far-away land, where they shall fight until only one remains. The final survivor shall win the Prize. No one knows exactly what this Prize is, but to win it is the goal of every Immortal, as it is assumed that the person who wins it would be, in effect, a god.

The term Quickening refers to the life-force of an Immortal. It is the sum of all his knowledge and power, all of his strength and experience. It is a life force so strong that it keeps the Immortal from aging and heals his wounds at an advanced-speed. Quickening is what the immortals fight for: when they fight, they fight to literally absorb their opponent's life force into themselves, thus making themselves more powerful.

Before we can discuss the creation of Immortals as characters, we must decide what Quickening means, and how to represent it in the Storyteller system. It shall be discussed in depth later on, but, for now, a simple explanation will suffice.

Quickening in the World of Darkness

"The sensation you're feeling, is the Quickening." – Ramirez, Highlander, the Movie

Quickening is the power of an Immortal. This "life force" is the Pattern of any living thing in the

Storyteller system. This Pattern is more tightly woven than with any other living being in Immortals. The Quickening is also similar to Quintessence or the magical "raw power" that fuels Patterns. An Immortal is nothing without their Quickening. It is what keeps them alive. The total loss of Quickening occurs only upon death.

The Immortal player and the chronicle Storyteller keep track of the "power" of the Immortal player characters with an attribute called Quickening in the Storyteller system. Quickening allows Immortals to perform superhuman feats in a similar fashion to vampire Disciplines, werewolf Gifts, or a mage's Spheres. The more powerful she becomes the higher her Quickening rating.

Gaining Quickening

"...if anyone kills with the sword, with the sword he must be killed..." – Book of Revelations, 13:10b

The only one way for an Immortal to gain Quickening is by fighting and killing another Immortal. Time and experience alone do not make them more powerful. This makes it more difficult for them to increase in power. Their Quickening mingles in an electrical "light show" around them when Immortals fight. The "lights-show" is in proportion to the power of the two fighting. One wins the battle by removing the other's head. She then absorbs the Quickening of the loser.

When an Immortal emerges victorious, slaying another, she absorbs almost all of her opponent's Quickening. The excess Quickening releases as raw power. Usually, but not always, the released Quickening will find that the easiest way for it to disperse is to transform into electricity. It disperses through conducting materials in the vicinity. This results in massive overloads, which cause the explosions, lightning, etc. associated with duels between Immortals.

The Rules

The Immortals have only a few rules of engagement. Virtually all Immortals follow them.

These rules are each based around the gain and loss of Quickening.

The first rule for Immortals is they never fight on holy ground. No sane Immortal will violate this rule. They have too much to lose. Holy ground can become a sanctuary for Immortals. It is a place where they retreat when faced with an impossible opponent or simply grows world weary.

The site itself is always the winner when two Immortals battle on holy ground. Best case scenario: the site takes the loser's and some of the victor's Quickening. Worst case scenario: there are stories of Immortals vanishing while fighting upon holy ground, the sacred location having taken "all" of their Quickening. This loss of power and knowledge is sufficient to dissuade even the most vicious of enemies from attacking on holy ground.

The second of the two main rules are that the Immortals always fight one on one. A pair of Immortals, with their centuries of experience could work quite effectively together to whittle down the "surplus population." However, if two Immortals are present the Quickening transfers into the one who actually took the dead Immortal's head. They also take a fraction of their ally's. Hence, the rule "always fight one on one."

These are the only two real rules. Some Immortals will stop at nothing else to gain Quickening, friends and loved ones are pawns in the battles; so are bystanders who have nothing to do with the Gathering. No one is truly safe. The use of non-Immortals in a fight, guns, or other similar strategies is generally a matter of ego and etiquette; with most choosing to use their blades, as that is what they first reach for. Those that don't can expect to receive the same tools they used on their last opponent, be used on themselves. The First Teacher normally teaches to fight with only a sword and nothing else, since the Duel should only be between two Immortals and it is expected the Immortals follow the Rules of The Game as it is a game. Thus, most Duels are normally called out in person as a challenge.

The last major rule, which is more of a result than a rule, is that in the end there can be only

one. Every Immortal must die for the Gathering to conclude. What happens after that is a mystery.

The Gathering

The once prophesied and now fact of life of the "Gathering" was passed down for thousands of years. The Gathering is the name given to the time when only a few Immortals remain. They would feel "an irresistible pull towards a faraway land to fight for the Prize." It is their destiny to battle one another until a single Immortal emerges victorious.

Immortals once believed the Gathering was a literal event. Now it believed to be a metaphor. Immortals have not all gathered in one place to battle each other. It's a matter of mystery and power. It is not an all-day karate match. Immortals have not all gathered in, for example, Manhattan. It is a process and not a single event. The Gathering is here and now and everywhere you go.

The Prize

The Immortals battle for "the Prize." Normally they want it for themselves. Most simply want to keep it from falling into evil hands. Mankind would suffer an "eternity of darkness" if the Prize went to an evil Immortal.

What is "the Prize"? It is effectively indefinable in game mechanics. The Immortal who gains it would be a terribly powerful being. The word "god" might be appropriate. The films and series have been vague.

This much is for sure, the winner of the Prize would possess all the Quickening from every Immortal who walked the earth. Millennia worth of experience and knowledge from Immortals of every race and every era would be hers. She would rival, if not exceed, the terrible Antediluvians and possibly even Caine.

The Gathering is similar to the Apocalypse for the Garou, or Gehenna for the Kindred. Once, werewolves would say these things would never happen "in our lifetime." Many vampires have spent centuries believing Gehenna will never happen. Immortals have never had either of these luxuries of disbelief. A lifetime can last forever for

Immortals. It matters little whether “the Prize” is but a legend to an Immortal, they die if they stop fighting.

The First Teacher

The First Teacher is said to be the first Immortal a new Immortal meets who teaches them the traditions and rules of being an Immortal. As Immortals are drawn to one another it takes at most 50 years for an Immortal to meet their First Teacher, with majority meeting them in less than 2 years. The First Teacher also teaches the new Immortal how to fight with a sword and how to deal with humans. Specifically, that when you die in public, you play dead, you leave the area you are in and change names.

Almost all Immortals but the first ones had a First Teacher, it is a tradition passed down the line, and considered one of the lesser rules of The Game to give them a sporting chance. It is called The Game after all and not The Slaughter, so sportsman like conduct is expected. New Immortals are normally excused of this until they meet their First Teacher. If an Immortal doesn't find one after and continues to kill on sight, they are quickly found and killed by other Immortals.

It is expected that any Immortal who hasn't succumb to Dark Quickening will take up the mantle of being the First Teacher for a new Immortal.

Theme

The theme of *Immortal: The Gathering* is the lonely battle all Immortals face. They drift from place to place. They drift from people to people. They drift from war to war. They may even drift from supernatural click to supernatural click. The only real constant in their existence is the solitude of their quest for the Prize. There can be only one in the end, and one is the loneliest number.

Mood

The mood of *Immortal: The Gathering* is one of mystery and immortality. No one really knows from where Immortals originate, though some may theorize. No one knows exactly what will be

“the Prize”, though most assume it to be great power. No one knows what will happen after “the Prize” is won. Most other supernatural beings know little about Immortals. Immortals know little about other supernatural beings. Everyone is in the dark to one degree or another. This is part of why Immortals pursue the Gathering and the Prize with such vigor. The conflict and the promise can help focus the mind away from the nagging mystery that is their very existence.

Lexicon

Immortals do have enough of a pseudo-culture to have a handful of terms that mean something to them even if they do not have societies in the sense of groups like the Camarilla.

Eternal: “An Eternal one” is a term used by some other supernatural beings to describe or name Immortals. Most of these other supernatural beings usually only know enough about Immortals to misunderstand them. Their use of the term is probably a corruption of the phrase “the Eternal One” which is how Celestines and Incarnae refer to Immortals both singularly and as a group.

Favored Weapon: A particular weapon that Immortals use with their Quickening powers to perform lethal feats. They cannot perform these Quickening powered feats with just any weapon.

First Death: The death that transforms an individual from mortal to Immortal.

First Teacher, the: The first Immortal a new Immortal encounters, who teaches them The Rules, what being an Immortal is about, and how to survive.

Game, the: The eternal war of Immortals. Only the final stage is called the Gathering.

Gathering, the: The final days for Immortals. The time in which the last Immortals in the world kill each other off until only one remains.

Holy Ground: Any graveyard, church, mosque, synagogue, cathedral, burial ground, node, cairn or the like. Immortals may not fight here without being punished.

Immortals: The subject of this supplement. These beings appear human but never age and recover from any wound but decapitation. They

kill each other for the Prize. This supplement refers to them as Immortals as compared to vampires, which are immortal.

Prize: The power that the final surviving Immortal will receive. Immortals believe it will be powers both vast and terrible.

Rules, the: Three rules by which Immortals live their lives: Battle one on one; Never fight on holy ground; There can be only one.

Quickening: The vital life force of all Immortals. When one Immortal kills another she takes another's Quickening, their very soul and life force, of the one she has killed for her own.

Chapter Two: Character Creation

"I am immortal, I have inside me blood of kings..."

– Queen

It is appealing to run an Immortal. Immortals are powerful beings. However, it can be more difficult to create and run an Immortal character than any other. When you are generating a mage, werewolf, or vampire character, there are plenty of traits; such as Gifts, Backgrounds, Disciplines, Spheres and so on with which to play. The mythos is already set out in the rulebook. The entire thing is in a neat package for the player.

Immortals are different. Each one is unique. Their nature prohibits the type of society that holds so much of the roleplaying potential for Garou, mages, and Kindred. Immortals have no Clans, Tribes, or Traditions. They just *are*.

Another major difference between Immortals and other characters is time. An Immortal may have discovered her heritage hundreds, or even thousands, of years ago.

Vampire has already explored this subject in many ways. However, to preserve game balance a player is encouraged to begin with a young vampire. Elder vampires do not “adventure” with their younger brethren. They are embroiled in the politics of the Jyhad. Mummies have also stopped being human to a degree too; their souls and goals are not like those of the mortals around them. Immortals are not like this at all, as they thrive in human society even though they aren’t technically human with the goal of surviving The Game.

The player must document the background of the character for an Immortal character to be part of a chronicle. This should help to deter players who wish to play an Immortal simply because they are powerful. Immortals are a unique class of character. It is vital for players and Storytellers to remember this fact.

Step One: Character Concept

The player must settle on the concept for the Immortal. Why has the character survived? When were they born? Where have they been? Why

have they lived through over the centuries? A strong nature is best. Something that drives them and makes them cling to life. Without the will to survive they will lose their head.

Mortal Existence

An Immortal only become “Immortal” – i.e. stop aging, etc – after they die for the first time. The death need not be violent; no Immortal has ever become one through old age. They are simply human beings with no special powers or abilities before this event. What was their life like during this time? More than anything else, their “mortality” shapes them as an Immortal.

Storytellers and players are encouraged to play through the characters First Death at some point. Supernatural powers will not normally detect any latent abilities in a “to be” Immortal. However, some kind of ability to read the future may reveal that something special is in store for her. She counts as a witness for vulgar magic and is subject to the Delirium and the fog before her First Death, but not after.

Personality Archetypes

Vampire introduced Personality Archetypes to help define personalities of characters. This technique is part of the main games. It also applies to Immortals.

New Archetypes Reluctant Immortal

You did not want eternal life. Yet, here you are living eternally. You yearn for a small, circumscribed, safe little life, ignorant of the greater things to which your eyes were open forcibly. A life without having to watch over your shoulder for another sword-wielding maniac looking for your head. You know you can never go back to being mortal. You do not want to die. However, you cannot shake the yearning to be

normal. Your moods will often swing between denial and depression.

Gain one *permanent* point of Willpower when you realize and accept the truth about what you have become. This should occur only after long soul-searching and some excellent role-playing. After this, choose another Nature.

Masquerader

You feel that life is complex enough for those who only have one lifetime. It can dissolve into chaos if too many things from the past all come home to roost at once for an Immortal. You leave as little trace of yourself as possible to avoid this. You must not leave footprints in the sands of time. Mortals are far better off never knowing that creatures like you walk among them. This secrecy also protects you from the unwelcome attention of other supernatural beings and your fellow Immortals.

Regain one Willpower point whenever you resolve a situation without anyone finding out that you are more than just an ordinary mortal.

Step Two: Attributes

Immortals possess superhuman health. They are strong, quick, intelligent, and perceptive. They are usually fit, attractive, and charismatic. They are superior to the mortals in their Attributes. Immortals take seven primary, six secondary, and five tertiary attribute points, chosen between the Physical, Social, and Mental categories as the player desires.

Immortals may increase their Attributes with time. However, an Immortal's Quickening score (see Chapter Three) determines her maximum Attributes. This fact places the higher levels of Attributes and Abilities within the reach of all player characters although they will have to work to get it.

Trait Maximum

Quickening	Stat Max
1-5	5
6	6
7	7
8	8
9	9
10	10

Step Three: Abilities

Immortals start with 13 primary, nine secondary, and five tertiary abilities if they are less than 100 years old at character creation.

Age can modify this – see the Age background below. Fighting this to achieve “play balance” is a wasted effort. The Storyteller is always final judge. If she does not want a 2000-year-old Immortal overpowering her game, then she should not allow a 2000-year-old Immortal at all. Allowing them but restricting them to 13/9/5 is unreasonable.

As they age and win battles with other Immortals, their maximum Ability score, 5 for mortals, increases. This allows scores of 6+ for various Abilities. Players may choose Abilities from nearly any of the games. There are restrictions. It is unlikely that an Immortal would have the Primal-Urge or Rituals abilities from Werewolf.

Immortals are strange in that they have two max stat limits for Abilities, always choose the higher one for determining Ability max.

Age Ability Maximum

Age	Ability Max
0-250	5
250-500	6
500-1000	7
1000-2000	8
2000-4000	9
4000+	10

New Knowledge: Immortal Lore

This knowledge is hard to come by for those people not belonging to the group in question.

Namely, Immortals frequently have at least one dot while Vampires rarely have any dots. Occult isn't enough to replace this knowledge, even for an Immortal.

- You know that Immortals exist and a beheading them kills them, and the Quickening exists. You also know of the Prize and the Gathering.

- You know the name of a single famous Immortal.

- You have heard of some of the more famous Immortals.

- You know of many Immortals, the deeds of the more famous ones and a good chunk of Immortal "history."

- You know who killed whom, where, when and with what.

Possessed by: Immortals and Watchers.

Specialties: Specific Immortal – i.e. Duncan McCloud, Methos, etc.

Note: Each known Immortal is assigned a specific Watcher whom possess at least a rating of four and is specialized in their subject. *Example: Joe Dawson possessed Lore – Immortal 4 with the specialization of Duncan McCloud.*

Step Four: Advantages

Quickening Rating

The Quickening characteristic is the most important to an Immortal. It defines their power. It is fundamentally useful in battles with other Immortals. However, it may not be any higher than five at character creation; the exception is if the Storyteller lets you take the Age background. Some Storytellers might require a list of the people the Immortal has killed, or a story revolving around who they've killed if they have. All characters start with a Quickening rating of one, which may be increased by spending freebie points.

Backgrounds

Immortals begin the game with 5 points in Backgrounds. The following backgrounds are possibilities for Immortal characters. See V20 for

explanations of Allies, Contacts, Fame, Influence, Resources, and Retainers. See V20: *The Hunters Hunted II* for Armory. Arcane, Dream, and Library are in M20. Immortal characters are discouraged from taking Destiny as a background as that would suggest they might be "destined" to win the Gathering rather than winning it by their own virtues.

Arcane

Immortals tend to scatter headless bodies around them. Yet, they do not draw much attention to this fact. Is it not also strange how they manage to hide such large swords inside those long coats of theirs? Hence the Arcane.

Age

You have so far survived the test of time and the Gathering. A character takes Age at the discretion of the Storyteller.

- 251-500 years old, 36 freebie points, 1 extra Permanent Dark Quickening, and Quickening Max of 6 at character creation

- 501-1000 years old, 57 freebie points, 2 extra Permanent Dark Quickening, and Quickening Max of 7 at character creation

- 1001-2000 years old, 78 freebie points, 3 extra Permanent Dark Quickening, and Quickening Max of 8 at character creation

- 2001-4000 years old, 99 freebie points, 4 extra Permanent Dark Quickening, and Quickening Max of 9 at character creation

- 4000+ years old, 115 freebie points, 5 extra Permanent Dark Quickening, and Quickening Max of 10 at character creation

Note: One option to consider if the Storyteller has concerns about game balance is the character might be very old. However, they passed most of their existence in the dreamless death, see Chapter Three. This, while arguably cheesy, still allows the Immortal to come from some lost culture or ancient time without having the character unbalance the campaign. They do not get the benefit of the Age background as that covers active living.

Allies

Friends who help the character. They probably know of her Immortality.

Armory

The tools of the trade for an Immortal. Most Immortals have one blade they use but they aren't required to use just it when fighting humans, Vampires, or Werewolves.

Dream

Your character may meditate and tap into the universal mind. This may not be any higher than the player character's Quickening rating.

Contacts

The number of information sources the character possesses.

Fame

The player character's renown in the mortal world.

Influence

The player character's political power or social sway in the mortal world.

Library

Your character has access to a great wealth of information.

Mentor

An older Immortal who advises and may, to a certain extent, look after the character. Storytellers should bear in mind that the mentor of an Immortal character could be dead and their general potential as a plot device.

- Mentor is less than a hundred years older than you.
- Mentor is between 100 and 300 years older than you.
- Mentor is between 300 and 600 years older than you.
- Mentor is between 600 and 1000 years older than you.
- Mentor is 1000+ years older than you.

Resources

Wealth, belongings, and monthly income.

Retainers

Servants, assistants or other loyal and steadfast companions.

Virtues

An Immortal has 5 points to spend between the 3 virtues of Conscience, Conviction, and Courage and one free dot in each. These 3 virtues function identically to the ones used in *Demon: The Fallen*, however Dark Quickening is used in the place of Torment and temporary Dark Quickening gained from a violation is equal to 10 minus the violation rating. The rules are summarized below. **You cannot spend Willpower on Virtue rolls.** Hierarchy of sins is not included.

Step Five Finishing Touches

Willpower

An Immortal starts with Willpower equal to their two highest virtues.

Dark Quickening

The Quickening is the life force of an Immortal, but their Dark Quickening is a measure of how tainted theirs has become. Those with high Dark Quickening are evil monsters willing to do terrible things to win the Prize.

A character starts with 5 minus the highest Virtue in permanent Dark Quickening, along with any age modifiers, and 5 in temporary Dark Quickening.

Favored Weapon

The sword is the oldest weapon with which you could efficiently decapitate someone. It is only within the last few hundred years that the gun has been available, and it remains difficult to decapitate someone with a gun. There is no other practical weapon, aside from the battle axe, which can decapitate someone in a duel. An Immortal often has a weapon that she has used for centuries. A sword is more than just a piece of steel to an Immortal. It becomes an extension of

their body, mind, and soul. They keep it with them most of the time. Describe your weapon in detail to flesh out your character. Try to get hold of a weapons catalog. Pick a weapon from the catalog. The player does not have to buy one. The choice of a weapon helps define the Immortal.

The *V20* core rulebook, *W20* core rulebook, and *M20* contain a list of most weapons that you could need.

Freebie Points

Immortals get 18 freebie points to spend. This gives them more points than their fellow players to balance the fact they cannot raise their Quickening after character creation except through killing other Immortals. Their very nature makes them hunted by their fellow Immortals and outsiders to the established groups like the Traditions and the Garou.

Freebie Point Table

Stat	Freebie Point Cost
Quickening	7 points per dot
Attributes	5 points per dot
Abilities	2 points per dot
Willpower	1 point per dot
Background	1 point per dot
Virtue	2 points per dot
Dark Quickening*	10 points per dot
Hedge Magic	7 points per dot
Extra Favored Weapon	3 points

*Decrease permanent Dark Quickening by 1

Summary

- Choose Primary, Secondary, and Tertiary Attributes by 7/6/5 split
- Choose Primary, Secondary, and Tertiary Abilities by 13/9/5 split, none above 3 at this point
- 5 points to spend in backgrounds
- Spend 5 points between Virtues, 1 point in each virtue automatically
- Record Quickening at 1 and Willpower equal to two highest virtues

- Record Permanent Dark Quickening at 5 minus highest virtue and temporary Dark Quickening at 5
- Spend 18 freebie points
- Choose your favored weapon

Merits and Flaws

The rules detailing merits and flaws and a complete list of merits and flaws are in *V20*, *W20* and *M20*. Here are some for Immortals.

Mental

Adrenaline Junkie (1-2 pt Flaw): Although all Immortals are, well, basically Immortal, you feel you constantly have to prove it. Given the choice between the safe and possibly dangerous ways of attaining a goal, you inevitably take the dangerous path. Examples: never climb down from a tree or building when you can jump; jump into burning buildings even if there aren't any people in there to rescue; drink absinthe (wormwood) on a regular basis; carve ritual tattoos all over your body and watch them heal; always play chicken with other cars. Unlike certain daredevils who do this for a thrill, you are addicted to these experiences, and could not stop if you wanted to. The level of daredevil determines how many points this flaw gives. Extra daredevils would give 2 points, while weekend warrior would give 1 point.

Anachronism (2 pt Flaw): You have been an Immortal for some time, and are unable (or unwilling) to keep up with the changing times. An Intelligence roll is needed whenever you have to deal with something from a later period than your own mortal days. If the roll is failed, total the net failures, and use this total as a negative modifier to your attempts.

Curiosity (2pt Flaw): Even all the years of life, the lure of something new or unknown still calls to you. In most circumstances your curiosity easily overrides your common sense. To resist the temptation, make a Wits roll verses difficulty 5 for simple things like "I wonder what's in that drawer?" Increase the difficulty to things like 9 for "I wonder what's inside that Vampire's haven?"

Emotional Isolation (2 pt Flaw): You have seen too many friends die over the years, and now wish to spare yourself the pain by avoiding becoming close to anyone. You often seem cold and without feeling, but you are now safe from pain. You have a +1 modifier to all Social rolls involving emotions, and cannot spend experience points on the Empathy Talent.

Ennui (2 pt Flaw) You are world weary; you have seen enough to know that nothing is ever truly new. You rarely pay attention to those around you and assume that you know all there is to know about them. This gives you a +1 modifier to any Perception rolls involving people you know. Due to belief in the predictability of others, you also a +1 modifier to the difficulty level of the first action taken following a surprise (such as an ambush.)

Flinch (2 pt Flaw): Because your original death was fairly painless, you are afraid of pain and will go to great lengths to avoid it. Make a Willpower roll to do anything which might involve a great deal of pain (like jumping off a building or running into a burning building).

Lifesaver (3pt Flaw): You believe that human life is sacred and will not take a person's life except under extreme circumstances. You may not ever willingly endanger the lives of innocents or in any way participate in a killing. You have no problems with killing animals (for the right reasons) and will kill evil and inhuman creatures to protect others if necessary (be very careful however with you definition of evil...). You can defend yourself if attacked, although you will only kill the attacker if you have no other choice, even if they are another Immortal attacking you. Senseless death in all forms repulses you.

Weak Persona (4 pt Flaw): Your persona is strong enough for normal circumstances, but when you are infused with the knowledge and memories of another Immortal (by taking their heads) the conflict is just too much sometimes. Your Willpower counts as 3 less for Overwhelming Quickening rolls. This cannot be taken along with Iron Will.

Technophobia (1-5 pt Flaw): You are unable to comprehend or operate anything that was invented after your first "death". Add +3 to

difficulties involving such items or devices. If you are under 60 years old, it's a 1-point flaw; if you are under 150, it's 2 points; under 400, 3 points; and over 600, 5 points.

Oblivious (6 pt Flaw): You are completely oblivious to the existence of other supernatural beings in the World of Darkness. This is not just a matter of not meeting any – you react as mortals do. You are subject to Fog, Delirium and count as a witness for Vulgar magic. Further, you justify any evidence presented to you. You cannot take any knowledge about other supernatural beings from Immortals you have slain. Examples: A bloodless boy was not left by a Vampire; it was left by an Immortal who was trying to trick people into thinking a Vampire was responsible for the murder; mutilated bodies in the wilderness were not left by Werewolves by deeply deranged Immortal. The only way to lose this flaw is to be presented by direct and incontrovertible evidence.

Code of Honor (1pt Merit): You have a personal code of ethics to which you strongly adhere. You can automatically resist most temptations that would bring you into conflict with your code. When battling supernatural persuasion that would make you violate your code, you either gain three extra dice to resist the supernatural persuasion, or the opponent's difficulties are increased by two (Storyteller's choice). You must construct your own personal code of honor in as much detail as you can, outlining the general rules of conduct by which you abide.

Paranoia (2 pt Merit): You know that there are many people out to get you, Hunters, other Immortals, the Inquisition and who knows what else. You go out of your way to prepare contingency plans, vary your movements and habits, and otherwise make yourself a difficult target. As a result, you are less likely to be attacked unawares. You have -1 difficulty to spot ambushes and the like.

Supernatural

Unbeating Heart (1 pt Flaw): After the Immortal's first death, her heart just never

started beating again. This actually makes it possible for her to pass as Kindred, but imagine what a Vampire-hunter will do ("They're running around during the day, now?!").

Holy Ground Aversion (2 pt Flaw): Similar to the *Painful Detection* flaw below except it only applies to holy ground.

Painful Detection (3 pt Flaw): The Immortal's Detect Immortal and Sense Holy Ground are accompanied by extreme pain. For example, the pain of their first death, being kicked in the groin; etc. The player character must make a Stamina roll. The net failures are subtracted from all actions until the character is off the holy ground or out Immortal's range.

Distinctive Quickening (3 pt Flaw): Other Immortals can tell who you are if they have ever met you before by the "feel" of your Quickening as you get near.

Unfortunate Quickening (3 pt Flaw): Luck just is not with you for some reason. Weird events occur which generally cause you some damage any time you behead another Immortal and experience the Quickening. For example, lightning strikes the stone staircase you are on and you plummet to the ground, a survivalist nut with a Mac-10 uses you for target practice, a fireworks factory is standing nearby and lights up, the cops hear the sprinklers in the underground parking lot go off and come to investigate, you lose your footing and fall into the river. You just have bad luck like that.

Tasty Blood (3 pt Flaw): Vampires get no benefit from drinking an Immortal's blood. However, Kindred tasting the blood of an Immortal with this flaw will get an incredible rush. The Vampire will seek out the Immortal on future nights and may Frenzy if denied the blood.

Strong Aura (4 pt Flaw): The Immortal radiates a particularly strong aura which is automatically sensed by any supernatural creature possessing Auspex or its equivalent. Unless the Vampire/mage/etc is familiar with Immortals, the Immortals presence will be puzzling. They may cause trouble for her at some point. A Vampire that knows about Immortals will cause problems for the character. They will want to know what the Immortal wants, who sent her, etc. Princes in

particular become grumpy when numerous decapitated bodies crop up in their cities. Deduct 2 from the difficulties of all attempts to detect you as a supernatural. This gives other Immortals advanced warning when you are near, meaning they detect you before you detect them.

No Sense of Quickening (7 pt Flaw): You cannot sense when other Immortals are nearby. You can still kill them and get the Quickening experience. However, you just cannot "feel" them coming.

Thousand-Yard Stare (3 pt Merit): When Immortals have died their first death, they get a glimpse of what is beyond, and some take that with them when they come back to life. An Immortal with this merit can unnerve any who meet her gaze, be they Vampire, Garou, Mage, or human, although not Wraiths and Mummies, who know all about seeing death and have died. The Immortal gets a bonus of three dice to any roll involving Intimidation. An additional benefit is a Vampire will not be able to gaze into the Immortal's eyes long enough to Dominate her unless the Vampire scores three successes on a Courage roll (difficulty 7).

Powerful Quickening (3 pt Merit): You absorb more Quickening when you kill another Immortal, less leaks away. You receive 1.5 the normal amount of Quickening experience points, round up.

Quiet Quickening (3 pt Merit): Your Quickenings are short and quiet for some reason. Windows do not break, cars do not explode and dogs do not run for cover. For example, bright, holy light transfixes you for a minute or two; animals gather around and look at you in wonder; gentle rain falls; etc.

Soft Touch (4 pt Merit): It is more difficult for other Immortals to detect you. Immortals have to make a Perception + Quickening rolls, difficulty 7 or they will see you as simply mortal.

Bonding Blood (6 pt Merit): An Immortal with this merit can Blood Bond others to her, using the normal rules for Blood Bonds. Note: for a character who takes the merit Bonding Blood, the flaw Tasty Blood becomes a three-point merit.

Special Quickening Power (3–7 pt Merit): You have some unique supernatural ability because of

your Quickening. The cost of the power varies with how potent it is. The rough equivalent of a first level of a Discipline or Gift would be three. The equivalent of a second level would be four, and so on, up to a fifth level, which would be seven. Using such powers always requires a Quickening roll. Examples include animal control, creating illusions and entering dreams. The power should always be in the nature of the Quickening and of the character. Note, if an Immortal takes your head, they may take your power on a successful Quickening roll. This makes you a tempting target. The Storyteller is always the final arbitrator of all such powers.

Hidden Quickening (7 pt Merit): Although you can sense them, other Immortals cannot sense you. They can still get your gifts if they should become aware of you and kill you.

Immortal Society and Watchers

Estranged Mentor (3pt Flaw): You and your mentor have fallen out over something in the past. Perhaps you didn't live up to his expectations, or maybe he didn't live up to yours. Whatever the reason, your former Mentor is out there somewhere, and should you meet up again he will have no hesitation in taking your head. Remember your Mentor will know a great deal about you, including your habits and your fighting style. You may not spend any points on the Mentor Background.

Immortal Enemy (1–5pt Flaw): All Immortals have many enemies; each other, the hunters, Vampires, etc. However, a specific Immortal out there looking for *you* for some reason. It is likely that you two have fought before. Maybe you have killed someone for whom she cared. This Immortal does not just have a grudge, she is out there looking to do harm to you and those about whom you care. The value of the flaw depends upon the age and power of the Immortal. Although she can still be dangerous, a 1–point enemy is not as powerful as you. 2–points is an enemy of about your age and power. Your enemy is older and more dangerous for more points. For 5–points, she is likely to have no trouble at all slicing you up should you fight face to face.

Rogue Watcher (5 pt Flaw): Your Watcher has turned Hunter. Think of having a really diligent Vampire hunter after you who knows your bank account, your job, where you live, etc.

Ignorant (5 pt Flaw): You realize that somehow, you cannot die, age, become sick, etc. However, nobody has educated you on what it means to be an Immortal. You probably do not know that you will die if you lose your head. You certainly do not know that a bunch of other Immortals exist who are out to kill you and are well trained in swordsmanship. An Immortal with this flaw tends to be young so no other Immortal has yet sought her out yet. Alternatively, she might have the merit hidden Quickening. In this case she may be old but other Immortals are not aware of her.

Dual Mentors (1 pt Merit): You have had the fortune to study under more than one Immortal mentor although it is highly unlikely that you studied under them at the same time. As such you may purchase the Mentor background more than once. Keep track of the background points spent on your Mentor's separately. Remember that both of them may ask things of you, and it is possible this could cause a conflict of loyalties.

Immortal Friend (1–5 pt Merit): You have an Immortal friend whom you can trust. This friend understands your predicament. They will watch your back and will not take your head. The cost of the merit depends upon the power of your comrade as with the flaw Immortal enemy. You can do little to protect each other against the greatest threat to either of you – other Immortals – since Immortals must fight one on one. This Merit may be taken several times to represent several friends. The Storyteller should also remember that even if the friends are less powerful than the player character, the friends are not retainers or stooges. They are not always around. Two Immortal friends may not meet each other for decades, even centuries.

Sanctuary (4 pt Merit): You have access to a place of Holy Ground where you can stay if necessary. Maybe the local priest is your friend, or you own property built on an ancient burial site. However, other supernatural entities may have an interest in it if the location is a node or

cairn. You will not be safe from them, while even if you are safe from Immortals there.

Mummy Companion (5 pt Merit): You have a Mummy as a companion or close associate. Your relationship is one of relative equality. You are both one of the few creatures that can understand each other. The Reborn will help and advise you from time to time. However, they will expect the same treatment in return. They are neither a constant companion nor a source of free amulets or alchemical potions. In addition, recent events have been complicated for Mummy. The Mummy may need help from the Immortal.

Vampire Companion (1-5 pt Merit): You have a Vampire friend/wife/husband/relative that you've known for quite some time and you consider an associate, and they do for you as well. You should know what clan they are, and their status in vampiric affairs. You both consider each other equals and may call upon the assistance of each other from time to time. This is expected to be repaid in kind though as with everything in Vampire society. 1 point is a Neonate, 2 points is an experienced Neonate, 3 points is an Ancilla, 4 points is an Elder, and 5 points is a Methuselah. Clan/Bloodline status might affect how many points are allowed, and the Storyteller may always veto certain groups.

Friendly Watcher (5 pt Merit): The Watcher and Immortal are good friends – i.e. Duncan and Joe. However, the Watcher will still keep to the rules. They will rarely give away information on other Immortals. However, he may just drop the odd hint if someone is coming after you.

Too Friendly Watcher (7 pt Merit): The Watcher will betray other Immortals to you. This will risk the Watchers expelling him. Further, it will may mean the other Watchers will try to “set up” your character in an attempt to balance to books.

Physical

Neck Injury (2 pt Flaw): The Immortal has sustained an injury to their throat at some point. This was likely a near decapitation by another Immortal. She speaks in a grating voice with a nasty scar on her throat. All Social rolls suffer a

penalty of two dice. The Immortal gets a bonus of two dice on intimidation rolls.

Pain Tolerance (5 pt Merit): Although Immortals cannot die, they can still feel pain, and they do not particularly enjoy it. Immortals normally have a high tolerance for pain, because little compares to the agony of their First Death when they become fully Immortal. However, those with this merit are virtually insensitive to painful stimuli. Thus, the Immortal would not hesitate to jump off the One World Trade Center, or stick a knife in his heart to prove to someone she cannot die. In game terms, the Immortal ignores all wound penalties. If the Immortal is reduced to "Incapacitated", she can still take actions with a wound penalty of four on her pool (unless, for example, her limbs are physically cut off -- the Storyteller is the final judge). Note: Immortals with this merit are pretty much immune to the effects of the Dark Thaumaturgy Path of Torture (*Storyteller's Guide to the Sabbath*), and anything similar, along with normal torture. They must take an additional point of damage to count as "Incapacitated".

Experience

Immortals gain experience in the same method as other characters in the Storyteller system. All the World of Darkness core rule books detail the awarding and spending of experience points. The chart below is essentially the same as appears in those books.

Experience Costs

Trait	Costs
Abilities	Current Rating x 2
Attributes	Current Rating x 4
Background	3
Hedge Magic	Current Rating x 7
Dark Quickening*	10
New Ability	3
New Hedge Magic	10
Quickening Rating**	Current Rating x 6
Willpower	Current Rating
Quickening Power	Power Rating x 5
Virtue	Current Rating x 2

- * This reduces Dark Quickening by 1 permanent point
- ** This must be paid for with half Quickening experience, and half normal Experience

Chapter Three: The Quickening

"Hey, it's a kind of magic!"

– Connor, Highlander, the Movie

Quickening is the force that makes the Immortals "special." It is the mystical energy within them, making them Immortal and giving them their powers.

Gaining Quickening

Immortals only increase Quickening by taking another Immortal's head. They gain the opponent's level in Quickening x 3 in Quickening experience when they have successfully killed their opponent. The player must spend these equally with experience points to increase the Immortal's Quickening. It costs current level x 6 to increase the Quickening rating as outlined in the experience chart. The mystical power of an Immortal increases only in this method to maintain game balance.

For each point of Quickening the loser had the victor also gains one dot in an Ability they possessed. These Ability dot come from the Abilities of the loser. They go in Abilities where the defeated Immortal possessed a higher level than did the victor. The victor gains nothing if they possess higher scores in all their Abilities than did the loser obviously.

***Example:** Frank Colt beheads Butra the assassin. He takes Butra's Quickening. Frank has a Quickening of 2. Butra had a Quickening of 3. Frank gets $3 \times 3 = 9$ Quickening experience, which he uses with 9 "normal" experience to increase his Quickening to 3, which costs 18 points. He also gains three points in Abilities, one each in three areas where Butra had more skill than Frank.*

Losing Quickening

An Immortal may lose Quickening in two situations outside of death. The first situation is if two Immortals kill another Immortal. The second situation is if Immortals are battling on holy ground. Either way the situation is similar to the

normal transfer of Quickening, but results in more than one "loser."

If two or more Immortals fight a third, then the one who struck the killing blow will absorb all of the Quickening from the fight. The Immortal's partner will also lose one point of Quickening, giving the victor three Quickening experience, and one Ability dot in which they're more skilled than the victor. This scales to multiple partners, with each being affected as such. Partner in this case counts as someone who actively takes part in the fight in any way other than defending themselves or observing.

Holy ground is a similar situation. It always counts as the "victor" in any contest, taking any Quickening from dead Immortals and taking a point of Quickening from every aggressor after the fight ends. An Immortal may defend himself but removing the attacker's head will gain them nothing. A fight is not even required to cause this; a simple aggressive push with the intent to start a fight will cause a Quickening point loss. Dragging an unconscious Immortal, attacking from outside the ground, beginning on and then leaving the holy ground during a fight, or attacking to disable will also cause this. Further, the Quickening loss causes one dot in an Ability to be lost. The Storyteller chooses the Ability lost. A such no Immortal will fight on holy ground because they never win. Clever Immortals seeking someone on holy ground force their target out or have the ground unconsecrated somehow. Most however, refuse to be aggressive on such land as they don't know the rules of holy grounds beyond it being bad to fight on.

Anything that is believed to be hallowed ground by a large number of people would qualify, such as a church, graveyard, mosque, node, or cairn. The Storyteller decides what is and what isn't holy ground, but all Immortals can instinctively tell when they're standing on it. A person with enough True Faith may attempt to

bless new holy ground as can Mummies with their powers.

Only if two Immortals fight by “free will” (Dark Quickening counts in there), will this effect trigger. Being mind controlled or emotionally compelled and killing another Immortal will just cause the opponent’s Quickening to be lost. Immortals can still fight vampires, werewolves, and other super naturals on holy ground without problem so long as they don’t freely choose to fight another Immortal.

***Example:** If Frank had beheaded Butra the assassin on holy ground, the site would gain all the Quickening experience. Further, Frank would lose 1 Quickening, taking him to 1, and 1 point in some Ability.*

Quickening Dice

Mention will be made of rolling Quickening to perform some feat throughout the discussion of the various powers. This behaves exactly as with Arête in Mage (it can even substitute for it sometimes). Against a difficulty of 6 by default, roll a number of dice equal to your Quickening. Count successes to find how much benefit the Immortal gained. This is a reflexive roll by default and therefore exempt from wound penalties unless the power specifies. Quickening rolls can’t be botched unless stated otherwise. A 10 on a Quickening die roll always counts as two successes. Quickening rolls are not subjected to wound penalties unless stated otherwise.

Fatigue

Some Quickening powers rapidly sap the life force of the Immortal. This doesn’t kill them, but leaves feeling fatigued, inflicting a -3 dice penalty to all non-reflexive rolls. Each power inflicts this fatigue for a specified time, but while any of the powers are active the Immortal doesn’t suffer the penalties of fatigue. For every thirty minutes that a power is active the Immortal must make a Willpower roll at difficulty 8 or all active power will disable. On a botch the Immortal passes out. Deactivating powers only suspends this, it does not reset it. Only clearing all fatigue resets this.

Quickening Powers

The powers listed below are mostly based on those demonstrated by Immortals in the *Highlander* movies and television series. Quickening powers are seldom showy.

Next to each power is a mark of what level of Quickening is necessary to exhibit this power. For Quickening 1 through 5, you gain all these powers for free.

• Sense Quickening

An Immortal will sense when another Immortal or holy ground is nearby with this automatic ability. No specific information on the other Immortal’s identity is given, nor is the location of the Immortal known, merely that the Immortal is near. This will wake a sleeping Immortal no matter how asleep, including magically. When one Immortal senses another is at the Storyteller’s discretion, they should pick a dramatic moment. Sensing holy ground requires no roll. This can also be used on non-Immortals with a Quickening roll but requires line of sight. This power triggers the First, possibly forcing the Immortal into fighting another.

This will let an Immortal get a vague sense of the others moral integrity. This means one Immortal knows approximately the Dark Quickening rating of the other – i.e. very low, humane, saintly, etc. Such perception will affect how Immortals react to each other. Some Immortals – at the Storytellers discretion – possess this ability before they suffer their first death.

• Breathe in Water

Immortals may survive indefinitely underwater with this ability. They draw oxygen from the water. The Immortal is not breathing water. Immortals do breathe and poison gas will affect them. Total absence of oxygen will reduce the Immortal to Incapacitated, and after a certain length of time causing the Dreamless Death. She will not recover until she can breathe. Immortals require the faintest amount of oxygen to keep themselves functioning on a human level.

● Empower Weapon

Electrical discharge accompanies the clash of swords during a combat between Immortals. Immortals can infuse their favored weapon with raw power using their Quickening, adding it to their damage dice pool. Each success scored contributes additional damage. An Immortal can empower any edged melee weapon that is “favored” (see below). The extra damage done by is aggravated. The normal damage done by the weapon is not. Be sure to isolate the dice. Aggravated is always soaked first unless the target can’t soak aggravated.

Example: *Duncan swings his katana – difficulty 6, Strength + 4 damage. He hits. He rolls 8 dice for damage at difficulty 6. He rolls an additional 7 dice for his 7 Quickening – against difficulty 6 – because his katana is empowered. Any successes scored on this roll count as aggravated damage. The defender gets one soak roll against the damage and soaks aggravated first.*

●● Heal Self

The normal healing chart for Immortals is later in the chapter. An Immortal may choose to heal more quickly by using their Quickening. An Immortal may heal a number of wound levels equal to the successes rolled by taking a turn to roll Quickening. This power will not heal aggravated wounds, they must heal according to the chart unless healed by another power. Botching does nothing. Bashing is healed at two levels per success, lethal at one level per success. Each use of this power inflicts 30 minutes of fatigue on the Immortal.

Example: *Richie gets in a fight with a group of gang thugs. After finishing them off, he begins to recover from his wounds. Three wounds for a total of six wound levels (Crippled). He rolls his Quickening of 3 over a period of three rounds. For the first roll he gets a single success, going to 5 wound levels. For the second roll he gets 3 successes. For the third roll he gets 2 successes, and now back to full health.*

●● Empower Self

An Immortal may increase her Physical Attributes using her Quickening by one dot for every success rolled. The effect lasts for an entire scene. This typically done during challenges. An Immortal gains an hour of fatigue for every 10 minutes this power is used. This may be rolled once per round and stacks to a max of (Attribute Maximum + 1). It is possible to boost past this limit, but 3 dots are lost every (Quickening rating) turns. This allows for a burst of strength or speed. Every extra roll inflicts 10 minutes of fatigue. This can only be rolled once per turn, at the start of the turn and doesn’t require an action. Time spent is always rounded up to the nearest 10 minutes.

Example: *Connor squares off with Fasil. The battle begins. Connor rolls his Quickening of 7. He has four successes. He puts two points into Stamina and two in Dexterity. He uses this power for 20 minutes before turning it off. For the next 2 hours he will have a -3 dice pool penalty.*

●●● Speed of the Stag

Similar to *Empower Self*, an Immortal may use her Quickening to increase her actions in a turn, much like the vampire discipline Celerity. Each success grants an extra physical action. This allows extra Quickening based powers to be used. The extra actions last for the round. Every roll made gives 10 minutes of fatigue. While the power is in effect the exhaustion doesn’t affect the Immortal. This power can only be rolled once per round at the beginning of the round. While active, this power lets an Immortal see and parry bullets at a difficulty of 8.

This power can also be used with other animals for other gifts by attuning to the animal, Storytellers are encouraged to think of interesting powers. Every Immortal defaults to a Stag or similar beast when this power is first obtained. Any other animal must be re-attuned to once per month. Attuning is done by rolling Quickening at difficulty 8 while in the presence of the animal for at least one hour. If the roll is failed or botch nothing happens but another hour must be spent to roll again.

●●●● Power Strike

A large electrical discharge occurs when the Immortal strikes with her blade. This power functions as the *Empower Weapon* ability, except *all* of the damage done in the attack is aggravated, not just the bonus dice.

●●●●● Healing Factor

The Immortal's recuperative powers are to the point that she no longer needs to spend time to heal at this level; one wound level is healed each round, with no roll required, this replaces the healing chart. An Immortal may still take a turn to heal more, using the level 2 power *Heal Self*. An Immortal may heal aggravated wounds as if they were normal wounds using *Heal Self* above at this level.

Example: The Kurgan has defeated Ramirez. Ramirez had one swing that nearly took the Kurgan's head. This inflicts four normal wounds and one aggravated. The four normal wound levels healed over the next four rounds. The Kurgan takes a turn to heal the aggravated wound after the battle is over.

Greater Powers

The powers of Quickening above 5 are not fixed. Their nature depends on the Immortal who develops them. They receive the primary powers at the new levels when the Immortal reaches Quickening levels above five. Characters may purchase additional powers at the same level, these cost (Rating x 5) experience points. They do not require standard experience and Quickening experience, and use just normal experience points. Roll Quickening if a roll is required.

These abilities are not available to starting characters. If player characters wish to gain them, they attain these powers only through hard work, time and effort. Even so, players should only use these if the campaign is a high powered one. It is possible to gain powers like this below Quickening rating of 6 but it is extremely uncommon to do so.

Powers of nine and above are left to the discretion of the Storyteller. Some suggestions include that Quickening counts as automatic, rather than rolled, success against attempts to

mentally subjugate an Immortal with the Mind, Dominate, etc. They may be able to divide their Quickening score and add it to any dice pool they must roll for the turn. In addition, do not forget teleportation and flight. Some powers require training times and trainers, an Immortal isn't even aware that they can perform such powers without someone suggesting it.

●●●●● Primary Powers

Eternal

The Immortal has moved beyond the needs of mortals. They no longer require sleep, food, water, or breath. However, they can still partake in the enjoyments of these. An Immortal doesn't realize he has this power until he lacks one of these. They also do not recover a Willpower every night unless they rest.

Super Human Senses

The Immortal gains the equivalent of Auspex 1 using their Quickening for the rating of the power and rolls. The Immortal can parry bullets without *Speed of the Stag* at a difficulty of 8, and at difficulty of 6 when *Speed of the Stag* is active.

●●●●● Additional Powers

Shield the Mind

The Immortal can protect his mind from any outside interference. This includes mind control (i.e., Dominate, Obedience), emotional control (i.e., Presence, true fear), illusions, invisibility, and mind reading. In the case of illusions and invisibility, it will only work if they are mental in nature. It would work against "physical illusions", so it protects against Chimestry, Obfuscate, or the Mind sphere, but not a Forces rote that bends the light.

This requires a Quickening roll. Each success deducts from the opponents to affect them. If it's an illusion power, then the Immortal pierces the illusion with a single success on a Quickening difficulty 7 roll. This roll comes in addition to any other resistance the player may have. Note that the roll will only protect the Immortal. This power

is reflexive and triggered automatically when an Immortal is first affected. The Immortal must have been mind controlled at least once to learn this power.

Quickening Throe

The Immortal may use their Quickening to inflict debilitating pain upon a single target in their line of sight.

The player of the Immortal rolls their Quickening rating against a difficulty of 8. For every success, the Immortal may cause one phantom level of damage to a target entity. The Immortal must successfully touch or strike the target with their hands or with a favored weapon. The target is allowed a soak roll (ignoring armor) and each success cancels one success the Immortal rolled. This damage is removed after one minute and can never kill the target.

Summoning the Loyal Steel

The Immortal is never without his blade, seemingly be able to pull it out of their jacket pocket or from behind a dumpster, or even out of thin air behind them. This power lets the Immortal store their blade in a pocket dimension and recall it out whenever they need it. The Immortal may also call the blade to their hand from up to (Quickening x 3) yards/meters away as long as nothing is holding it or impeding its path. This also pulls the sheath to the Immortal. Drawing a weapon from elsewhere doesn't require an action as the blade is already in their hand when they need it to be with the sheath firmly placed where it also must be. This power can't be blocked except by spell specifically designed to stop changing volume via magic. If this occurs, the power automatically places the sword into the Immortal's hand.

●●●●● ● Primary Powers

Sense of Quickening's Form

The Immortal may sense the presence of other supernatural beings close at hand with this superior version of the level one power, *Sense Quickening*. It further allows the Immortal to

sense the use of any supernatural power. The more successes scored the more information is gained. One success tells the Immortal the general type of creature (i.e. Fera, vampire, mage, etc). Two successes tell the type of power (True Magic, Discipline, etc). Three or more success reveals a specific detail (werewolf as compared to just a Fera). Four will reveals more specifics about what they are doing. Five reveals who, if they are in line of sight, is doing what.

Immortals cannot recognize something they do not know of, or have not seen before. Recognizing a power is not the same as knowing the power's name. Immortals who score five successes with this power can sense pre-Immortals if they are in the immediate vicinity.

Blur of Speed

The Immortal can react with amazing swiftness. Add the Immortal's Quickening to their initiative.

●●●●● ● Additional Powers

Sunder the Veil

This power can allow an Immortal to enter the Umbra. The Immortal makes a Quickening roll at difficulty equal to the local Gauntlet rating. With one success on the roll, a door opens into an Umbra. This opens to the Penumbra by default. With three or more success, a door is open to the Umbra of a place of the Immortal's choosing so long as they have visited it before. Each additional success allows the Immortal to take one other being into the Umbra before it closes. To leave the Umbra, the Immortal must again make this roll. An Immortal must train with someone capable of stepping sideways to obtain this power. An Immortal performs this power by drawing their weapon and cutting the air with a lightning fast swing, creating a temporary tear between the worlds. This power is largely unknown to most Immortals.

***Example:** Kane is in Japan. He wants to get to Manhattan to kill Conner. He rolls his Quickening, getting four successes. These are enough success*

for him to choose the High Umbra. Once there, he overacts his way to Manhattan.

Anonymous

This power allows an Immortal to replicate the first 2 levels of Obfuscate, using their Quickening rating to substitute their rating in Obfuscate for roll offs.

●●●●● ●●● Primary Powers

God Body

By channeling his Quickening through the blade, the Immortal becomes one with his weapon and a terrifying opponent. The Immortal makes a Quickening roll. Providing she scores at least one success she may add her Quickening to any physical action dice pool for the rest of the scene, including damage. The Immortal appears to move with impossible grace while active. This adds 8 hours of fatigue, for each scene of use.

●●●●● ●●●● Primary Power

Fight the Tidal Wave

This allows the Immortal to slow kinetic energy, namely, things in motion. The Immortal makes a Quickening roll. For each success the Immortal may half both the force and speed of object in motion. This includes, but is not limited to, trains planes, automobiles, large engines, waterfalls and a moving individual, though this changes the difficulty by rules of Temporis 3. Each success cancels one extra action. The effect lasts a turn unless made into an extended action roll. Every action this power is used causes 10 minutes of fatigue. This can affect multiple objects but, raises the difficulty by Storyteller determined amount, see rules for Temporis 3. A hail of gunfire would be 8. Follow the rules of Temporis 3 for use of this power involving damage. Can only be rolled once per turn and is a reflexive action.

***Example:** Ramirez and Connor find themselves trapped in a room. Above them is a large fan that is both descending towards their heads and picking up speed. Ramirez rolls and gets 8 successes, the fan slows to a virtual standstill.*

***Example:** Methos is fighting a Vampire. Bob the Vampire has four celerity points. Methos rolls his Quickening. The Immortal gets five successes. He has not only canceled all of Bob's Celerity and reduced Bob to half speed for the turn, and any damage he inflicts does half damage.*

●●●●● ●●●● Additional Powers

Master of the Mind

This power allows the Immortal to control the mind of targets through the use of the Quickening. Effectively giving them the equivalent of Dominate 1-3, Presence 1-3, and Chemistry 1-3. The Immortal also gains Auspex 4's telepathy.

Use is with a Quickening Roll to activate, difficulties being the same as they are for vampires. The Dominate equivalents may only affect those that the Immortal beats in a Willpower roll. Ignore the blood point cost.

Dreamless Death

An Immortal enters a coma-like state if, for whatever reason, they are buried alive. This "dreamless death" is similar to a vampire's torpor. The effect happens at will. It is better to go to sleep than to go insane due to the confinement if the Immortal cannot dig their way out of their grave. The effect ends if the Immortal is unearthed or if something changes about their burial and they can now dig themselves out of the grave. Lack of air is another cause of this state, which comes into play as soon as the Immortal asphyxiates.

The First

The First is related to Immortal ability to sense one another. It is also one of the curses on Immortal existence. An Immortal must make a Willpower roll, difficulty equal to the Immortals own Dark Quickening, each time she senses another Immortal. Failure means they *must* challenge the other Immortal to a fight. Spending a point of temporary Willpower defeats this compulsion. This roll must be once a day for each Immortal they sense. This can be ignored permanently by an Immortal who has spent

temporary Willpower to suppress the First equal to their own Dark Quickening at the time. If their own Dark Quickening increases, they must spend more Willpower to match the new rating.

Example: *Duncan and Amanda enjoy each other. However, each morning they wake each must make a Willpower roll in order to not challenge the other. One morning Amanda fails. However, she spends a point of temporary Willpower, so she does not have to challenge Duncan. The two decide sadly to spend some time apart.*

Example: *Richie meets Frank the Immortal for the first time. Each makes a Willpower roll. Both fail. Largely out of a subconscious compulsion they do battle. Richie wins. They never really had the chance to be friends, drink, and share stories; should have spent that Willpower point Frank and Richie.*

The Last

The Sense Quickening power connects to another power called “The Last.” The massive amount of Quickening present in an Immortal means that they are able to “tune in” to their surroundings. This effectively gives them a sixth sense. It is similar to the Danger Sense merit from vampire. This manifests itself in several ways.

The Storyteller administrates this power. At appropriate times (i.e. the Storyteller and not the player decides) the Storyteller should do a Quickening roll. The Storyteller should reveal a certain amount of information depending on the amount of successes the player receives. This power is an unreliable one. It manifests itself irregularly and in strange ways. It provides the Immortal character with a useful, yet erratic, source of information. The Storyteller should use his discretion in the dispensing of such information.

Alternately, the player can decide that his character is going to tune in to a particular animal. In this way, he can feel what the animal feels. At higher levels of Quickening, 6+ normally, she may be able to catch glimpses of what the animal seeing and hearing. The animal must be nearby.

Example: *MacLeod and Ramirez, on the lakeshore, “tune in” to the stag’s life force.*

Examples: *The Kurgan guesses Connor’s name, though he had never seen him before; Connor knows someone – Brenda – is following him. He also knows of the gun and the tape recorder in Brenda’s apartment.*

Dark Quickening

Dark Quickening is how corrupted the soul of an Immortal has become. The eviler they are, the more they come to caring only about the Prize. This brings power and destruction, when presented to kill another Immortal or gain power in some way.

There are two types of Dark Quickening, temporary and permanent. Permanent is their long-term corruption, while temporary is how much it fluctuates on a short-term basis. Every 10 points of temporary Dark Quickening is converted into a point of permanent Dark Quickening, and temporary Dark Quickening falls to 0. If a character loses a point of temporary Dark Quickening, then a permanent Dark Quickening is converted, and 9 temporary Dark Quickening are gain. In effect 1 permanent Dark Quickening equals 10 points of temporary Dark Quickening. Permanent Dark Quickening can never be reduced to below 1.

An Immortal must roll Willpower with difficulty equal to their permanent Dark Quickening, or else attempt to obtain the source of power when they see it, including the First. This can be ignored with the expenditure of a temporary Willpower, or taking an automatic success on the roll. At 10 Dark Quickening the character is lost to their own greed and becomes an NPC who does anything to gain the Prize.

Sins of Virtue

When an Immortal acts in a way to satisfy their immediate needs at the expense of their ethics, the player rolls Conscience at difficulty 8. When an Immortal violates their personal beliefs, make a Conviction roll at difficulty 8. When an Immortal chooses a course of action out of fear of safety at the expense of others, roll Courage at difficulty 8.

If the roll is a failure or botch, then the character gains temporary Dark Quickening. If they get a single success, nothing happens. **You cannot spend Willpower on Virtue rolls.**

Acts of Kindness

When a character makes a selfless and kind act, make a resisted roll between permanent Dark Quickening and the appropriate Virtue, at a difficulty of 6. Use Conscience for situations in which he makes a sacrifice or puts the needs of another ahead of himself because he knows it's the right thing to do. Use Conviction in situations where the character performs an act at great personal cost to himself to remain true to his beliefs. And use Courage for situations where the character displays gallantry and valor for sake of someone else. **You cannot spend Willpower on Virtue rolls.** If your Dark Quickening wins or there's a tie, nothing happens. If the Virtue wins, then you lose a point of temporary Dark Quickening.

Effects of Dark Quickening

For every point of permanent Dark Quickening above 5, an Immortal gains additional die on Quickening rolls. However, once the character reaches 7 permanent Dark Quickening, they begin to offset people with an aura of evil. Those who try to interact with the Immortal must roll Willpower with a difficulty equal to the Immortal's Dark Quickening. Should the person not like the Immortal already, this difficulty increases. Failure causes the person to attempt to avoid the Immortal as quickly as possible. If the person is forced to act with the Immortal after failing, they do so stubbornly.

No person can get use to this unsettling feeling, it always makes people feel frightened. The person obviously ignores it if they are attacked. Supernaturals vary in reaction. Vampires don't care unless they're at least at 7 Humanity, forgoing the roll all together. Werewolves react like they would to the Wyrms. Other super naturals react in like how they would with an evil person, meaning some might choose to ally with the Immortal.

Overwhelming Quickening

When an Immortal takes another Immortal's head, there is an exchange of power and knowledge. An Immortal maybe overwhelmed by this change in behavior and thus be affected permanently. This is because Dark Quickening flows from one to another in the process of gaining another's Quickening.

When an Immortal takes another's Quickening, both Immortals roll opposed Willpower tests. Should the living Immortal succeed, they gain no Dark Quickening and no other side effect happens. Should they fail, they gain half the opponents permanent Dark Quickening, rounded down, as their soul becomes tainted. They also temporarily gain the Nature and Demeanor of the defeated Immortal until (10 – Willpower) months have passed. This may be reduced by spending temporary Willpower only after the rolls are performed. Each temporary Willpower spent reduces the length by 1 month. This can't be done at a later date

An Immortal whose Nature and Demeanor have changed aren't aware they are acting differently until someone points this out to them in a very obvious manner, several times.

Light Quickening

Should an Immortal kill another who has less Dark Quickening than their own, their Dark Quickening rating becomes that of the other's Dark Quickening. Willpower rolls, like above, should also be done for changes in Nature and Demeanor where three or more points of Dark Quickening are lost, though the change in personality lasts until they gain back their previous Dark Quickening rating. This has led to some noble sacrifices of Immortals to prevent others from falling to evil. An Immortal is relatively aware of how good or evil they are, but not the exact stat value. Seven Dark Quickening is considered very evil.

The Side Effects of Quickening

Quickening is the lifeforce of an Immortal. Only by removing his head is his power taken. There

are no other ways to remove an Immortal's power.

Their Quickening tightly binds an Immortal's mind, spirit, and body. Her memories, spirit, and body are immutable Patterns, unable to be altered by magic, even if it is beneficial to them. Although mind effects, the Mind sphere, and Dominate or Presence may affect the Immortal, no one can pull her mind from her body or possess it. Nor is it possible to remove her spirit, rewrite her memories, or reshape her body.

Anatomy and Physiology

Immortals are human anatomically and physiologically, but they're a bit different than normal people. They also have perfect teeth and memory, but still DNA, blood, and all other things humans normally have.

An Immortal is super human but only just. They tire and require food, they require oxygen to breathe normally, 0.1% is enough though, and actively avoid pain even if they are immortal. They are affected by drugs to a lesser degree and can't die by mundane means.

Losing Their Head

When an Immortal loses his head a burst of Quickening is released and the winner is able to absorb some Quickening. This explosion of raw power is a terrifying show of force; glass breaks, metal melts, lightning erupts, and people can die. For every Quickening point the loser had 5 dice of lethal damage explode out into the surrounding 10 feet. This effect stacks. Those inside buildings might be safe from the effect, but might also not be. This is lightning, and metal will help ground much of it.

As a quick and dirty rule, for anything under 5 Quickening, the explosion of power isn't too destructive and is visible for about 500 yards. At 5+ Quickening the light is visible for miles around and the nearby area is destroyed except for the winner and the loser's body.

Damage and Soak

Immortals can soak bashing, lethal, and aggravated damage with their Stamina. They heal

damage at the same rate. Bullets count as Lethal to an Immortal barring Merits.

Many believe only decapitation can kill an Immortal. However, that is not completely true. An Immortal will perish with the destruction of her body. Examples of this would include being at ground zero of a nuclear explosion. It is also possible for specific supernatural powers to destroy them. Again, it takes either something that totally wipes them out or a power that somehow targets what they are.

An Immortal who loses their head when no other Immortal is within 500 meters of the Immortal isn't outright killed. They have their Willpower in weeks to have their head placed back, else they permanently die. If their head is placed back on, they heal in normal time but lose 1 Quickening, which lashes out to the area when the head is removed. An Immortal may do this for another Immortal, but must make a Willpower roll with difficulty 9 both to not absorb the Quickening, and to resist Dark Quickening. This obviously doesn't work on holy ground, and leaves a permanent scar that takes hundreds of years to fade. A Mage or Demon may also attempt to steal the power of an Immortal while in this state.

Healing and Health

Immortals recover from wounds more rapidly than mortals. Immortals heal using the following chart without the use of Quickening. An Immortal is medically dead while the Incapacitated Wound level is full of lethal or aggravated Damage. Remember that even though they're immortal, Immortals still dislike pain and will normally go out of their way to avoid it if possible. This is for all types of damage.

Nothing magical can remove an Immortal's ability to heal wounds passively any more than mess with their body.

Immortals can regrow lost limbs, but at an extremely slow rate. It takes 10 – (Quickening rating) weeks to regrow a lost limb. This is reduced to a day with the Quickening 5 power *Healing Factor*; this leaves no scar normally. *Heal Self* is of no use to regrowing a limb other than stopping the bleeding, which happens one turn

after the limb is lost regardless. An Immortal may also reattach their limb by placing the body part next to the removed location, and waiting a single turn for the limb to reattach. A permanent scar is made through doing this, unless *Heal Self* is used to reattach the limb that turn. Cutting off and regrowing the limb also removes the scar.

Healing Rate Table

Highest Health Level	Time
Bruised	One Round
Hurt	One Minute
Injured	Five Minutes
Wounded	Thirty Minutes
Mauled	One Hour
Crippled	One Hour
Incapacitated	One Hour

Permanent Wounds

It is rare for an Immortal to take a wound that does not completely heal. However, there are some circumstances. Wounds to the throat or neck from an *Empowered Blade* will heal, providing they do not decapitate the Immortal, but frequently leaves a scar of some sort, this will fade away after a century normally.

Disease

All Immortals are immune to disease except magically inflicted ones, and those only lasts a tenth as long, as the immune system and regenerative abilities of the Immortal is quick to destroy an infection, and revert any damage. Immortals cannot be carriers of non-magical diseases.

Fire

Fire still does as aggravated damage just like with humans and all other supernatural. However, Immortals still dislike pain, and are still able to be tortured by it.

Electricity

An Immortal is still affected by electricity like a normal person. However, since the natural form of the Quickening is lightning, it provides a degree of protection against it. An Immortal soaks

electricity damage with Stamina + Quickening + 2. The difficulty to let go of a wire is 10 – (Quickening rating + 2). The *Empowered Blade* of an Immortal is obviously not normal lightning, and thus doesn't count as electricity. This is not true for any other source of magical electricity, such as enhanced Hellfire Sorcery or True Magick thrown lightning bolts.

Poison and Drugs

Unlike diseases, Immortals are affected by chemicals as anyone else is. However, these may not permanently kill an Immortal but will affect him as normal for the duration of the drug. Alcohol is the most commonly used, and while it is possible to drink so much that the liver stops working, this is but temporary. An Immortal has almost no defense against drugs beyond that of a normal human as their body processes them like normal. On the bright side, they never need worry about drug overdosing, down side is they are much easier to get addicted since they can take lethal doses. Their liver is also always in tip top shape however, which does help with building a tolerance.

Temperature Extremes

Immortals are affected by temperature extremes just like a normal human, though if they die of hypothermia or heat stroke, they will eventually awaken again from their death.

Initiative

An Immortal rolls 2 dice for his Initiative normally and keeps the highest of them. This is the side effect of the Quickening. An Immortal's body is always about to explode into a combat fury at any given movement, constantly keeping him on edge.

Favored Weapons

Few Immortals would describe their favored weapon as simply a piece of steel, but only rarely is there anything magical with the weapons. However, some of the Immortal's Quickening enters the sword when the Immortal uses the *Empower Weapon* power. This makes it more

“real”. The sword is more resistant to any supernatural powers when empowered. The Immortal may roll his Quickening to resist any powers that affect the weapon, such as the Matter sphere, and difficulties to destroy such with weapon with magic are always rolled at difficulty 10 and can’t be teleported away except by the Immortal. Further, an Immortal’s favored weapon may hide under a garment one size smaller than would normally hide the weapon.

An Immortal’s favored weapon is extremely durable, and never loses their edge. They can survive being put into temperatures where the weapon would normally melt, including the cloth. The weapon can also withstand extreme punishment, and therefore may be used as a lever against even the most weights. Normal steel is cut through like butter to an *Empowered Weapon*, allowing them swing at metal doors without dulling the blade.

A favored weapon must be a bladed weapon. It cannot be anything but a bladed weapon. Guns, spears, axes, and such do not work; chainsaws and sword whips are valid choices though. Ranged weapons can never be favored.

If Immortal loses their favored weapon, the sword was broken, or in some place where she cannot recover it, then she should choose a new favored weapon. An Immortal may have a set of weapons they have favored also. Two weapons count as a single weapon for favoring so long as they’re used normally together; if one is destroyed the favoring isn’t lost though but another may replace the lost blade. Additional favored weapons cost 10 experience points for each, but the first is always free. They may also use the favored weapon of any Immortal they have killed.

An Immortal’s favored weapon can be enchanted as a Fetish, or Talisman or Artifact by a Fera or mage. As the Quickening flows through these, their powers are amplified even further. For Artifacts, the Immortal may use his Quickening to activate them. For a Talisman, add the Quickening rating of the Immortal to the Arête of the Talisman. Similarly, Fetishes are done in the same way, but add the Immortal’s Quickening rating to its Gnosis instead if it would

benefit the enchantment, and no Willpower roll is needed by the Immortal to activate it. Any magical enchantment on the favored weapon counts as always having access to a pool of Quintessence equal to the Immortal’s Quickening rating that can never be depleted, but only up to this rating can be used for one action.

An Immortal can also destroy an enchantment on his favored weapon by overloading it with the Quickening. Roll Quickening at difficulty 8, each success removes a success on the creation roll for the Talisman or Fetish. Each roll takes 1 minute of surging Quickening into the blade.

Wellspring of Power

An Immortal is a wellspring of Quintessence according to mages, similar to that of a Node. By merely touching, physically or metaphysically, an object, spell, etc., he can channel his Quickening through it to give it Quintessence. Each success on a Quickening roll feeds the target one point of Quintessence or one point of mana from the Mana background. One success may be used to substitute the Willpower cost of a spell instead. A mage may absorb this Quintessence with the use of the Prime Sphere. This power cannot be taken from them so long as their head is still attached to their body.

Hedge Magic

Immortals that had Hedge Magic before their “death” do not lose it afterwards. She may also increase her Hedge Magic ratings through standard expenditure of experience points. Hedge Magic is more common among older Immortals, as they often come from a time when the practice was not a lost art.

If an Immortal with Hedge Magic is slain, the victor may take points in it in the same manner as Abilities. An Immortal may also learn Hedge Magic, and can continue to even after their First Death. Immortals with such powers are tempting targets. Such an Immortal is a terrifying opponent and should be feared for a just reason. However, learning Hedge Magic as an Immortal is quite difficult since, like humans, they must find some way of learning it, such as books or a teacher. The

former of the two however will take far longer though this time can vary based on the quality of the books and how many. Also based on how much risk taking the Immortal is.

Magical Items

An Immortal who is lucky enough to get their hands on a Talisman or Artifact can use such an item. They may also use a Fetish as normal, but may require the use of a Willpower roll to force the spirit to listen if it refuses to cooperate. She can use a Talisman or Artifact by rolling her Quickening as if it was Arête being used by a Mage for the it, or can use its Arête if it's a Talisman. Any paradox is accrued as normal. This can bottle up or explode out instantly as if they are a mage. An Immortal may also go into Quiet.

True Faith

True Faith is not part of what a victorious Immortals takes from a defeated Immortal along with his Quickening. It comes from belief, not knowledge. Believing that they were restored to life to fulfill some holy cause some Immortals develop True Faith after their First Death. True Faith has no effect on an Immortal as long as the Immortal has less than 7 Dark Quickening. If they have 7 or more, treat them as an evil supernatural being. If they try to kill a user of True Faith intentionally (and without a good cause to justify it), then they are treated as an evil supernatural being until the Storyteller dictates otherwise.

Dark Powers

Immortals are as good or bad as other individuals; some seek power in places best left alone. Immortals may practice the black arts, some practiced it before their death. However, they cannot take demonic investments or become fomori.

Other Supernatural Powers and Immortals

Immortals are highly resistant to any power that alters her body, whether the power is beneficial or not. Any power that affects them in

this way will automatically fail. Remember also that she cannot be possessed. It is not possible to remove her soul from her body. Whenever an Immortal uses their power, any sort of power that lets magic be detected can detect it so long as it's not a healing power being used.

Mages Stealing Quickening

Mages cannot use Prime effects to remove Quintessence from an Immortal. Nor can Prime destroy an Immortal's Quintessence. An Immortal's Pattern is immutable. The exception is if an Immortal loses his head. A mage with Prime 3 can in fact become the "victor." She could steal the loser's Quickening as Quintessence, 100 points of Quintessence per point of Quickening. She doesn't gain any from the victor though. The mage rolls her Prime versus the winner's Quickening or Willpower, choose the higher, in a contested roll. The mage gains no Ability from the experience. If the mage wins, she the victor gets nothing from it. On holy ground, the holy ground always wins against the mage.

***Example:** Frank beheaded Butra the assassin in the presence Hank the Mage, who has a 3 in his Prime sphere. Frank and Hank would contest to see who actually absorbed Butra's Quickening. If Hank won, he would gain forty points of Quintessence, three for Butra and one from Frank, while Frank would lose 1 Quickening and 1 point in some ability if Frank lost.*

Demons Stealing Quickening

Demons may also attempt to absorb the Quickening of a dead Immortal like that of a Demon, but uses Quickening rating in the place of Faith, and Dark Quickening in the place of Torment. If the Demon succeeds, they gain half the Immortal's permanent Dark Quickening as permanent torment, rounded down. This provides a Demon with a high chance of power but at a hefty cost. They also gain 1 permanent Torment for just the act of doing this as it's so evil.

Aura Reading

An Immortal's aura appears quite bright, similar to a Fera's, and it's is very close to her

body. Immortals also show electrical type sparks in her aura which crackles and flares, taking the colors of the Immortal's mood; meaning it only takes 2 successes to fully read the Immortal's aura. These sparks blaze luminously when a Quickening power is used, which may cause some Toreadors' clan weakness to kick in as they gaze at the colorful and vibrant emotional storm.

Gifts

Scent of the True Form: This will detect Immortals against a difficulty of 7, unless modified by any Arcane rating. She will know that the Immortal is not human if the Garou succeeds. However, she will not recognize what it is, unless she knows an Immortal's "scent."

Sense the Unnatural: This power will also detect Immortals. Again, the Garou will need some experience of Immortals to know what she is sensing.

Sense Weaver: An Immortal's static nature means that he will usually be detectable with this Gift.

Fatal Flaw: 1 or more successes on this Gift will reveal an Immortal cannot die, 5 or more will tell that there's a way to permanently kill them but not how.

Mother's Touch, Whelp Body, Wither Limb, Open Wounds, Curse of Dionysus: The Immortal automatically resists this.

Renew the Cycle: This awesome Gift will affect Immortals as it does with Mummies. The Immortal falls dead for 10 - Quickening years, minimum 1 year.

Spheres

Scanning with Life or Prime will reveal unusual facts about an Immortal. Her body locks up her Prime energies in interesting ways, and generates Quintessence like a rating 10 Node, yet releases none unless channeling the Quickening. Life Patterns are not subject to age and restore themselves at an accelerated rate. The Quickening protects against Entropy 4, and most of the Life Sphere that target at the Immortal's body as well. No amount of magic seems to be able to alter their body.

An Immortal can't get more Quickening from Quintessence either. The Quickening is a unique form of Quintessence. It is possible for a Prime Master to tap an Immortal as a Node with a rating of (Quickening), and this bleed off still has a finite amount that can be tapped per normal duration.

Edges

The Second Sight of Hunter and their Edges work on Immortals to a degree. An Immortal counts as a Human for Second Sight and Edges as long as he has less than seven Dark Quickening or they're not using powers. If he does not, he shows up on Second Sight as appropriate, and is hurt like a supernatural by Edges. An Immortal's weakness is never revealed through Edges or Second Sight; they just appear as not human with a spark of lightning about them. Pinpoint reveals only character flaws of an Eternal which might be used against them. Rarely does an Immortal permanently die to an Imbued.

Charms

Possession: This charm has no effect at all on Immortals. Influence or suggestion charms effect Immortals normally.

Disciplines

Dominate: The power of possession and similar abilities do not work on Immortals. Or powers to remove or change their memories.

Blood Magic: Any blood magic involving removing or altering the soul of an Immortal automatically fails.

Obeah, Valaren: These disciplines will not remove an Immortal's soul from her body. Any attempt to do so simply fails. Quickening automatically resists healing powers perfectly.

Quietus: The Quietus powers that reduce a victim's Physical Attributes have their successes reduced by the Immortal's Quickening rating automatically. Should their Stamina be reduced down to 0 they fall into the Dreamless Death. All effects fade after one month as the Quickening slowly repairs the Immortal back to normal.

Vicissitude: This Discipline automatically fails to affect the Immortal as their hands simply fail to

manipulate the skin. This doesn't stop a user from using their medical expertise from assisting in healing, but no positive or negative affect can be made by from the Immortal's body.

Arcanos

Puppetry: Immortals are immune to this power.

Lore

Demonic magics are not encumbered by an Immortal's Quickening as much as other magics, though it does offer her some form of protection. An Immortal counts as a Demon for all Lore uses against them, since they are not mortal, though they may still not be possessed.

Lore of Flesh: Same as Vicissitude.

Lore of Death: This Lore is always healed at a rate of the normal Immortal Healing table no matter the Quickening Rating of the Immortal or their use of Healing powers. The Immortal will always rise again from this power so long as their head remains attached.

Lore of Spirit: An Immortal also releases no spirit when they die, and their soul may not be torn from their body, so this is of limited use on them.

Pillar of Faith: This does not work on Immortals as they cannot harness the power of

Faith as a weapon or be directly harmed by it as they are not actually Demons.

Lore of Humanity: cannot remove or change the memories of an Immortal as they are fundamentally apart of what he is.

Lore of Longing: This cannot affect an Immortal's perception.

Lore of Transfiguration: This cannot affect an Immortal's body any more than the Lore of Flesh.

Lore of the Forge: An Immortal uses his Quickening instead of Faith to fuel an item enchanted by this Lore. If the item is their favored weapon, the weapon is attuned at no cost. This means a Malefactor is a great friend to an Immortal. The Immortal's (Quickening x 3) successes is required to shape their favored weapon.

Lore of Awakening: This beyond level 2 fails utterly on an Immortal.

Unlisted Powers

For any unlisted powers, assume that the Immortal would react as a Mummy would or use your best discretion. Immortals are resistant to a lot of things by existing due to the Quickening. Immortal bodies do not heal from foreign magics, only ones powered by the Quickening and their pattern is unchangeable, meaning soul removing or memory alteration does nothing to them.

Chapter Four: Systems

"How do you fight such a savage?"

"With heart, faith, and steel..."

– Connor and Ramirez, Highlander, the Movie

This chapter details the combat system for sword duels, and Immortals in normal combat. Immortals are subject to the basic system mechanics of the Storytelling system because this supplement injects Immortals into the World of Darkness.

Duels

Combat is the fact of life for an Immortal. You cannot run forever. Another Immortal will find you if you try to hide. Only by killing fellow Immortals in combat can you hope to survive and have any chance of winning the Prize.

Immortals sense each other through the Quickening when they meet. They do not have to do battle, even though the First means they want to kill one another. It is their destiny to battle until only one remains. They have no choice in the end. Spars are often done to practice duels between Immortals.

It is desirable to play out duels between Immortals. Each combatant should be able to choose different tactics, moves, etc. These duels are often the climax of the story for the Immortal character. The normal Combat rules are better for fighting. However, they still have handicaps when it comes to staging detailed sword duels. Just running a simple combat sequence can be frustrating for the player involved. The player is fighting to survive in these duels, to say nothing of increasing her power. Using the following combat system when running a duel between Immortals should help.

Stage One: Initiative

Combatants normally try to be the first to attack in the hope of inflicting damage. Things may work differently in sword combat. One combatant may attempt to surprise the other by ambushing their opponent. This means attacking

them before they have a chance to draw their weapon. Use the normal rules for initiative and surprise in such cases. The Quickening means Immortals are rarely able to surprise each other.

A turn is the time it takes one person to attack the other in sword combat. This system splits sword combat up into a series of "bouts". A bout is a series of rounds, during which combat does not pause. Both players roll for Initiative at the start of a round. Then they announce what will be their actions. Sword combat is reactive – i.e. one person does not always know what she is going to do until her opponent has acted. So, the player with the better initiative announces what they intend to do first.

A bout begins with both combatants facing each other, weapons at the ready. It is up to the combatants themselves who actually initiates combat. Both combatants make an Initiative roll of Dex + Wits + any modifiers at difficulty 4 instead of the normal Initiative, once one of the combatants announces they are attacking. The player with the higher initiative receives the difference between their score to their own attack or defense dice pool divided by two, rounded down, for the bout.

The character with the higher initiative gets to act first, presumably attacking, and the other person must defend or dodge, unless he has as death wish. Both players make their attack and defense rolls and then that combat turn has ended. The combatants then roll their initiative for the next round. The following modifiers apply:

- The use of the Quickening power *Speed of the Stag* confers an extra two initiative dice per success on the Quickening roll upon the Immortal using it. It does not provide extra actions.
- The person who attacked during the last combat turn gains an extra die to add to their Initiative roll for this round.

- If a combatant successfully repels an attack by her opponent in the last turn, she received an equal or greater amount of successes on her defense roll than her opponent got on his attack roll, they then get an extra initiative die.
- An extra initiative die is given for every three successes by which a combatant's attack or defense roll exceeds his opponents roll, round down.

Initiative is rolled for every round of the duel, until the fight ends. Duels don't allow extra actions from *Speed of the Stag* or similar powers, which instead give two extra initiative dice. Extra initiative dice are added to the initiative roll. Splitting dice pools is still possible, though only one attack may be made.

Stage Two: Attack and Defense

This list of standard sword fighting maneuvers sprang from the rules for Klaive dueling in the *Werewolf Players Guide* and the combat rules in *V20*. The list divides maneuvers into two types, attacks and defense. Refer to *V20*, *W20*, and *M20* books for the main combat rules.

This list should only be a guide to help Storytellers decide the types of rolls and difficulties applied to various maneuvers. These should only be used for duels.

Attack Maneuvers

Aimed Attack, Hands/Arms: A wounded result means the hand/arm is broken and the limb is useless. The victim drops any weapons held in this hand should the hand be attacked successfully. A Crippled result severs the limb. The limb must be recovered and held to the wound while the Immortal regenerates to restore himself to reattach. The limb is unusable until one point of aggravated is healed next turn. Severing the limb causes one point of damage to be converted to aggravated.

Traits: Dexterity + Melee

Difficulty: +3/+2

Accuracy: Normal

Damage: Weapon

Aimed Attack, Head Wound: The purpose of this strike is to slash the opponent's head causing him to bleed. The blood will then obstruct his vision in subsequent rounds adding +2 by blinding him to the difficulties of his strikes on the following turn. This lasts for one turn per health level done by the attack or as long as it takes to heal the wound, whichever is less. Even if the wound is healed, the blood does not instantly disappear so it has a minimum of one turn of effect.

Traits: Dexterity + Melee

Difficulty: +2

Accuracy: Normal

Damage: Strength – 2

Aimed Attack, Legs: A Wounded result means that the limb is broken; the penalties to the dice pool apply to any activities requiring running or dodging. An Incapacitated result with a sharp weapon severs the limb. This has similar results as severing a hand or arm, only the victim cannot walk, run, kick or dance.

Traits: Dexterity + Melee

Difficulty: +1

Accuracy: Normal

Damage: Special

Aimed Attack, Neck/Decapitation: This attack requires a Dexterity + Melee. You must reduce your opponent to one level past Incapacitated to decapitate.

Traits: Dexterity + Melee

Difficulty: +4

Accuracy: -3

Damage: Weapon

Aimed Attack, Tendon Slice: Skilled warriors may attempt to slice the tendons of a foe's wrists and ankles. Doing this requires Melee 2, Dexterity 2 and a bladed weapon. The tendons are cut if the victim receives two or more health levels of damage. Wrists become useless, and a successful tendon slice to the ankle can cripple a mortal opponent for life unless health care or magical aid is rendered. The attacker chooses which location to attack upon declaring the attack. Only one location can be specified. Should the primary

wrist be disabled then attacking and parrying are not possible until the wound it healed. For the ankle, dodging is at a +2 difficulty until the wound heals all the damage taken in the blow.

Traits: Dexterity + Melee

Difficulty: +2

Accuracy: -2

Damage: Special

Aimed Attack, Torso: The character will have the air knocked out of his lungs, he is stunned for the turn on a Wounded result. His ribs are broken, he must make a Willpower roll with a difficulty of 8 each turn to keep acting on a Mauled result. The spine is broken if the Immortal is attacked from behind and the result is one more than needed to Incapacitate. This paralyzes his lower body until he regenerates to the Crippled level in this case.

Traits: Dexterity + Melee

Difficulty: +1

Accuracy: Normal

Damage: Special

Feint: This move attempts to trick the opponent into leaving an opening for attack. With a difficulty modifier of +2 the attacker rolls Manipulation + Melee for his attack roll. This attack may only be dodged.

Traits: Manipulation + Melee

Difficulty: +2

Accuracy: Normal

Damage: Normal

Great Blow: The attacker commits themselves completely to a devastating blow, but not a blow to decapitate their opponent. They roll as normal attack roll with a +2 to difficulty. It is impossible to parry a great blow. It is possible to dodge a great blow. The net successes from the attack roll dice double if the attack succeeds for the damage roll. However, the attacker's difficulty for their initiative the next turn is increased by 2. They have a +2 to all defense difficulties during the next turn also.

Traits: Strength + Melee

Difficulty: +2

Accuracy: Normal

Damage: Special

Jab: This quick strike serves to test an opponent's defenses.

Traits: Strength + Melee

Difficulty: -1

Accuracy: +1

Damage: Strength - 2

Defense Maneuvers

Caught Steel: Roll Strength + Melee to oppose your opponent's attack. If you get more successes than the attack, you lock swords with him for a short interval. You struggle with him before your blades can be freed during this period. He can do no damage this attack. You manage to put him off-balance for the following turn if you receive more than three successes on your roll. This adds one to the difficulty of his Initiative roll.

Traits: Strength + Melee

Difficulty: 7

Accuracy: Normal

Damage: None

Steel Wall: The warrior rolls as his attack roll Dexterity + Melee, difficulty 7. Add successes on this roll to the number of parry dice he has on any defense roll he makes during the turn. Any attempt made by an attacker Brawl from the front will result in automatic damage on the attacker. This requires splitting their actions for the turn.

Traits: Dexterity + Melee

Difficulty: 7

Accuracy: Normal

Damage: None

Dodging: On some occasions, it may be necessary to dodge a blow rather than parry it. On these occasions, the target rolls his Dexterity + Athletics against a target number of six normally. The successes on this roll are subtracted from the successes of the attacker. If the attacker's successes are eliminated, the target manages to dodge the blow.

Riposte: After a successful defense, your character strikes back, using her opponent's

momentum to her advantage. To Riposte, you must have already used a defensive maneuver successfully this turn (a block or dodge applies, not just parry). This means using multiple actions, so note the multiple action penalty in addition to the Riposte penalty. When Riposting, the difficulty for your opponent to defend against your attack increases by two.

Traits: Dexterity + Melee/Brawl

Difficulty: +1

Accuracy: Normal

Damage: Normal

Parrying: When in doubt, a good deflecting of the enemy's blade works. Parrying is the most basic option for a defensive strategy, rolling Dexterity + Melee and each success removes a success from an opponent's successes like dodging. Parrying doesn't inflict damage, that is what Riposte is for.

Stage Three: Resolution

Damage is resolved as normal. The attacker rolls the damage dice pool for that weapon, against a difficulty of six. Each success causes the target to lose a health level. Rolling his soak, unless armor is avoided then just Stamina, at difficulty 6 the target may attempt to soak. Each success subtracts from his successes from his opponent's roll.

Example: Connor is squaring off against the Kurgan. They circle each other for a few moments. Both players roll for initiative. Connor gets six successes. The Kurgan gets five. Connor opts to parry, the Kurgan makes his first move, a normal attack. The Kurgan make his attack roll, Dex + Melee, getting five successes. Connor tries to parry the Kurgan's attack. He makes his defense roll, Dex + Melee, plus an extra die, because he got more one more on his initiative roll than the Kurgan. Connor rolls five successes. He manages to parry the Kurgan's blade.

Both roll initiative for the next round. Both have an extra die to add to their initiative pool,

the Kurgan because he attacked last round and Connor because he parried the Kurgan's attack. The Kurgan gets four successes. Connor wins the initiative with six success. This grants him two dice to add to his dice pool. Connor decides to try a feint. He makes his roll, Manipulation + Melee plus his two-initiative dice against a difficulty of nine, his weapon's normal difficulty plus three. He gets two successes. The Kurgan cannot parry a feint so he tries to dodge. He gets five successes rolling Dexterity + Athletics against a difficulty of six. Connor's blade slices through thin air.

The third bout of their sword fight starts. Both players roll for initiative. The Storyteller decides that Connor will be slightly off-balance at the start of this turn because the Kurgan's dodge successes exceeded Connor's attack successes by three, Connor swung his sword through thin air. To reflect this Connor's difficulty is five instead of four. Connor decides that he needs to get working and thus uses his Quickening to get the Speed of the Stag. This gives him an extra three initiative dice from the three successes he got on the Quickening roll. The Kurgan rolls his Wits + Dexterity and gets five successes. Connor follows suit and gets seven successes. This means he has two dice to add to his dice pool. He decides to try to disarm the Kurgan. He rolls Dexterity + Melee against a difficulty of six – not forgetting his extra two dice – and gets a massive seven successes. The Kurgan rolls Dexterity + Melee but can only manage three successes. Connor flicks the Kurgan's sword from his hand.

Non-Immortal Duels

Should it be necessary, or for fun, the Storyteller may call for a duel between an Immortal and a non-Immortal, or possibly two non-Immortals (like with werewolf Klaive duels). The rules are the same as the above except that for Celerity like powers, each action they have conforms an extra Initiative die instead.

Chapter Five: The World of Darkness

"Fighting to survive, in a world with the darkest powers..."

– Queen

Immortals are different from other supernatural creatures in two important ways. First, unlike Kindred, Garou, mages, etc., Immortals do not have their own society. They are "wildcards" in a world where groups such as the Sabbat and the Technocracy vie for power. Secondly, all the other creatures have some legends about where they come from and some idea of where they are going. Immortals seemingly just exist. They do not know where they come from. They do not know exactly what the Prize will entail. They are the ultimate outsiders.

There are no groups of Immortals romping around. There were two groups of Immortals at different times several thousand years ago. Both groups came to a bad end. There should only be one Immortal player character in a chronicle. The other player characters will presumably be one of the other character types detailed in the main games, vampires, werewolves, etc. This isn't a requirement but is intended form of play.

This brings up the topic of what the other characters know about the Immortal character. It is reasonable to assume that few others know about Immortals given that Immortals may be the rarest of all the supernatural beings. It is also reasonable to assume that very few know that the way to kill an Immortals is by decapitation. Fewer should know about the Gathering and the Prize.

An Immortal's aura resembles a werewolf's or mage's. They store within them a large well of power. However, it quickly becomes obvious that an Immortal does not have the powers of such beings. Few Immortals reveal their true nature to people without a good reason. It is very unlikely that she would reveal the only way to kill her.

Eternals of great power no longer need to eat, drink or sleep. However, Immortals who do not possess this level of power still need shelter and the other necessities of life. Immortals do not have caerns, nodes, or crypts. They normally live

among mortals. This means even deviant Immortals usually identify more with humans than with other supernatural beings.

Immortals may amass huge amounts of wealth during their long lives. They maintain the illusion that nothing is strange about them. It can be difficult to maintain this illusion. They need to have a way of paying for their lifestyle on a day-to-day basis if an Immortal has settled down. Professions that require knowledge of the past, like a history professor, may attract Immortals. Immortals' supernatural abilities mean that they are practically perfect as soldiers. Most Immortals have been involved in some war at some point in their lives.

The results could be disastrous were an Immortal's secret widely exposed. Imagine what would happen were a company such as Development Neogenetics Amalgamated to discover that Immortals exist. They would stop at nothing in an attempt to discover the secret of immortality. An Immortal character must be careful to guard her secret and maintain the facade of normality.

Crossovers

Immortals may interact with the other supernatural beings in the World of Darkness. Immortals have always been and shall always be the quintessential outsiders. No group openly accepts Immortals. Some individual however might.

From the Inside Out

The statements in italics are from various Immortals and are a reasonably good barometer of Immortal opinions on other supernatural beings but opinions vary. Mechanic notes on crossovers follow the dialogue. Not all of the crossover information is included in this section. The rest can be found under Chapter Three.

Vampires

"These days, now that the spell has collapsed, Immortals are likely to encounter the vampires of any city they visit. Vampires feed off mortals. Some Immortals try to protect mortals. Even if they do not, vampires may mistake an Immortal for a mortal. This could prove to be a fatal mistake for a vampire. Nevertheless, vampires are to Immortals what they are to all living things – enemies.

"Kindred almost always seek to destroy that which they are unable to control. Immortals seldom fit into their schemes. However, as much as an Immortal can be an enemy, an Immortal may also be an ally. It is possible that individual Immortals and vampires can allies – but not friends, never friends. Unlike mortals, Immortals have relatively little to fear from vampires. The vampire leader of the London leeches has a pretty-boy Immortal that she uses as a gigolo. A powerful vampire in Mexico City had an Immortal as a guard and advisor. Had."

Any attempt to embrace an Immortal automatically fails. The vampire that drank from the Immortal would notice it, tasting dull in their mouth, normally causing them to vomit. They gain nothing from the blood itself. A vampire attempting to embrace an Immortal before the first time they die would trigger her First Death and transformation into an Immortal. This has led to confusion on part of both vampires and Immortals in the past.

If they are mortal, before they died for the first time, they may be blood bound and ghouled as normal. With their First Death, the transformation to Immortal painfully burns any vampire blood out of their system. It also destroys the blood binding, and removes any ghoulfication, including the Disciplines from being a ghoul. These can sometimes be preserved with the Special Quickening Power Merit at Storyteller discretion.

Fera

"Immortals don't usually to join the skinchangers. The skinchangers battle what they consider unnatural and evil. This includes forces of death, decay, and corruption. Unfortunately, they

count immortality as something unnatural, evil and to be destroyed. The fact none of us asks for our condition does not matter much. There are some exceptions, skinchangers forming a bond with an Immortal, but those are kept very secret."

Immortals are never werewolves, or any other Fera for that matter, and vice versa. Nor can Immortals use any Fera Gift or Rite. Immortals are immune to the Delirium. To Garou, Immortals are unnatural, despite the fact that player character Immortals may follow in the hero mold of Duncan. It is highly unlikely that werewolves and Immortals would "openly" be allies. However, secretly is another matter.

It is impossible for an Immortal to be a Fera or Kinfolk. Their Kin must mate and have children, and the gift of Gaia exempts Kinfolk from becoming Immortals. Immortals are all sterile even if they are quite adept at copulation. However, an Immortal may hide among the Kinfolk, though such a deed is quite dangerous and foolish.

Mages

"Immortals and mages are sometimes at cross-purposes. Mages often want an Immortal's power. It would help power their magic. There aren't many Immortals who are comfortable surrounded by people who could gain a lot of power by killing them. So, Immortals working with mages lie, usually a lot."

Mages, often like vampires, are distrustful of that which they cannot control. Nevertheless, Immortals make useful allies. An Immortal's cannot Awaken, and they cannot use the powers of true magick. An Immortal who has not died yet cannot be Awakened in any manner. An Immortal does not count as a witness for vulgar magic.

Wraiths

"Immortals and wraiths rarely interact. Immortals inhabit the mundane world. Wraiths dwell in their dark spirit world. It is impossible for any ghost to possess an Immortal. However – to the spirits on the underworld – an Immortal stands out like a glowing beacon."

Immortals never become any kind of incorporeal undead. Those who have had their Quickening stolen cannot become any kind of wraith or specter. They have had their soul consumed by the Immortal who took their Quickening. The spirits of Immortals who die but do not have their Quickening taken – i.e. death by accidental decapitation – simply dissipate, death is something Immortals avoid for a reason.

Changelings

“The sidhe have formed alliances with certain Immortals. The sidhe see some, often European, Immortals as kindred spirits. Both Immortals and Changelings strive towards a destiny – for Immortals it is to win the Prize, for the sidhe is to return to their mysterious home. This has been as much a failure as a success for both parties.”

Changelings may not be Immortals and vice versa. At least they are not “immortal” in the sense of the beings detailed by this supplement. The changelings must abscond with the soul of the human to do that. It is impossible to remove an Immortals soul without decapitation, and even then, an Immortal can’t become one.

The Wyrms

Minions of the Wyrms typically try to kill any Immortals they encounter. They are often wildcards in the battles between Wyld, Weaver, and Wyrms. As such, Wyrms minions consider Eternals to be enemies. The evil spirits of madness and death that create the fomori cannot possess Immortals. So, Immortals cannot become fomori or wield any or fomori powers or abilities. This applies even to an Immortal who has not died yet. Immortals make a potent enemy that the fomori would like killed, which is why some alliances with Fera exist between the Eternals and the Fera.

Governments

“I don’t believe that any single government agency knows that Immortals exist. Or government. However, some different agencies or groups probably suspects that something is up.

After all, the FBI has a special cross-referenced set of files on all cases of death by decapitation.”

Immortals are more likely to run into trouble when dealing with the police, particularly if they are murder suspects. An Immortal had better make sure that his cover is unshakable if he comes under investigation by the police or FBI.

The Inquisition

“The old Inquisition – the Inquisition of the middle ages and the Renaissance – did know about Immortals, but they confused us with vampires. They did not know exactly how to kill an Immortal. The Inquisition normally tried to burn us at the stake – their favorite method of killing supernatural beings. Over the centuries – and with the decline of the Inquisition itself – this knowledge was largely lost. They are not the threat they once were.

The Inquisition has no information on the Immortals. Some Immortals say they have encountered an Immortal possessing True Faith who spoke like an Irish priest and worked for the Inquisition. The legitimacy of these claims has never been verified.

The Watchers

The Watchers are a group that predates the Arcanum by millennia. They have spent centuries studying Immortals. Their purpose is to chronicle Immortal exploits. They attempt to keep accurate records of all new Immortals; who has taken whose head, etc. They also try to anticipate who will win the Prize. Watchers are mortals. Their only distinguishing feature is a tattoo on their wrists, a circle with the symbol of their order within. For a time, a rogue element within the Watchers hunted and killed Immortals. This faction has largely dissolved.

The Hunters

Do not confuse these hunters with the late Watcher faction. These hunters are essentially simple mortals. However, they display a variety of powers and abilities that make them adept at killing supernatural creatures. This includes

Immortals. Generally, vampires and the like keep their attention. However, this could change.

The Fallen

The Fallen haven't run into very many Immortals as they are rather new to the world. The few that have are quite different on what they are. One half speaks of them being the Malhim of the old days, fighting with a ferocity not known to anything but them. The others call them a magical anomaly that was created by the Shattering. Either way, the Infernal Courts avoid the Eternals, especially the more Ancient ones, though some Fallen propose allying with the Immortals that are more accepting of other supernaturals.

The Reborn

Mummies see the Immortals are allies in a world gone mad, that is the few that know about them. Even less know about the effects of Dark Quickening and what it does to an Immortal. Most Eternal and Reborn encounters are similar to two superheroes meeting, they share notes and work together from time to time. Other times, the Eternals and Reborn go their own ways, never actually knowing that the other is supernatural.

From the Outside In

There are too few Immortals for any of the major powers – the Camarilla, Sabbat, the Hierarchy, etc. – to be aware of Immortal existence, let alone to have formed an official party policy about them. However, certain individuals among the groups *do* know about Immortals. These individuals just reflect their opinions and not the groups as a whole. They are none the less insightful.

Vampire: *"They are useful if you know how to use them. I helped one keep track of other of his ilk. He posed as my ghoul. However, he was so much more useful than any mere ghoul. You can kill a ghoul by shooting it. Shooting him just got his attention. He and I had reached an equitable agreement. Then some a Scottish man killed him."*

Fera: *"I've been told that a genuine, full-blown immortal man sits on the Pentex Board of Directors and that he escaped when all the other board members vanished, some say he killed them in a hostile takeover. So now he runs the company by himself. <Sigh> As if we don't have enough enemies. <Resolved> Nothing is really 'eternal.' We're going to find out if he did kill them, and what it takes to kill them."*

Mage: *"Several years ago I came on this coven of Twisters of Fate. They had some sort of Bygone creature that looked like a person, but couldn't die. The coven had gone Nephandi in everything but name. They had been sacrificing him repeatedly. I tried to talk to him, but he hung on them like so many abused people hang on their abusers. I went to get help from some other Verbena. By the time we got back he had snapped and killed the lot of them. I'm certain he's still out there."*

Imbued: *"Not too long ago there was a sighting reported by another hunter on the net in my city. He said he saw a normal human fight a man who wasn't quite a man. They clashed their swords causing electricity to flow and spark. The hunter tried to interfere but they both refused his involvement. The man killed the pseudo-man and caused an explosion of light and electricity after killing him with his sword. The hunter talked to the man and asked him a variety of questions. Turns out he and him both had some things in common and gave him a number to call if he ever ran into anything he couldn't handle on his own. The hunter hasn't spoken on the net for a while, we assumed he died, and never found the number."*

Fallen: *"I ran afoul some anomaly in the universe a year back while walking through a mall one night. He walked like a human, yet he was not. He just turned to me in the middle of the crowd and stared directly at me, like he could see me for what I was truly was despite never seeing me before. He gestured for me to come spend dinner with him. He paid too. Nice guy, least until some thugs came over and started bothering us. He excused himself from the table and left with the gentlemen to a nearby alleyway. Of course, I snuck out and got myself a watch. Those thugs*

turned out to be vampires. And he was something else. Something that makes me remember the Malhim during the War. He was utterly inhuman

at combat, killing all 4 thugs within a single heartbeat. I still have his business card."

Chapter Six: Storytelling

“Fairy tales are more than true: not because they tell us that dragons exist, but because they tell us that dragons can be beaten.” — Neil Gaiman

Being a Storyteller isn't an easy thing, especially for the World of Darkness, but it can be done with a helping hand. The most important thing to remember is that there are no rules, and the rules presented in this supplement are to aid you, not restrict you. Feel free to change them or modify them on a whim.

This section is to aid you in your conquest for a good story, and prepare you for dealing with a World of Darkness. It is important to read the Storyteller section from another 20th Anniversary book such as *Vampire the Masquerade* or *Werewolf the Apocalypse*. Without actually knowing about the World of Darkness, this chapter will be of limited use.

What it means to be Immortal

Each of the World of Darkness lines has their own theme. Vampire is about slowly becoming a monster; Werewolf is about fighting a war you've already lost; Mage is about doing the impossible in the hopes of a better future. But what is the theme of Immortal you might ask. Immortal is about coming to terms with the fact that you're immortal; you cannot die or age, and everyone you know now will slowly begin to wither away and crumble to dust. Immortal is about trying to survive the insanity that comes about from the rigors of time.

Vampire has a very similar principle where in you slowly turn into an inhumane monster. But Immortal is about the opposite, most Immortals are in fact very human. Vampires slowly lose their Virtues and Humanity as they continue to degenerate from the tests they incur. Immortals don't lose their Virtues except in the most inhumane actions, and instead tend to grow more of them, having them become more concrete, giving them a reason to exist.

When making an Immortal, it's a good idea for the Storyteller to ask many questions about the Immortal's beliefs live: why they continue to live;

what they think the value of a Human life is; what they are willing to sacrifice to help another person? It's these principles that will help define and flesh out a character for the story.

Character development is an important facet of a story, without it any story would be rather dull, and it's extremely important in Immortal. A human might make a mistake when he's young and have to deal with the consequences for a couple of decades or the rest of his short life. Meanwhile, an Immortal might kill another's wife and have to deal with the crossed Immortal hunting him for 2000 years. Choices are something an Immortal must learn to take heavily. Players are expected to make sure their sheet reflects their character's decisions, and not take stats because they feel like getting power.

Crossing the Worlds

Immortal is a game not truly made to be played with Immortal only characters, it's meant to be merged with another setting to influence the world. This following section will talk about the three major lines: Vampire, Werewolf, and Mage, and how Immortal characters might change it.

Vampire

Bloodsuckers are strange creatures. They are born of humans, they feed on humans, they control humans, and they are normally destroyed by humans. In every sense they're a parasite to humanity. In the World of Darkness, the heroes are expected to fall, and many have died trying to fight these inhuman monsters, yet not all of them are inhuman. Neonate vampires are very humane most of the time. They're young and still impressionable to the new world they've just entered into. Their sire might teach them about the world, but only through experience will they learn what the world is truly like. A kind Immortal

would be of good influence upon an Immortal, acting as a sort of First Teacher for a single or a coterie of vampires, guiding them through the world with their experience, and acting as an ally outside of vampire society. Or maybe an Immortal's First Death happened just recently, possibly because of a vampire, and he's been without a First Teacher so far and is learning from vampires.

There are many ways that an Immortal can come into a coterie of Vampires, but there's one very important thing to remember: Immortals are closer to humans than vampires. And they will be a humane influence on vampires, acting as a sort of counter balance on their degeneration as the vampire's Virtue fall into decline. The vampires and the Immortal would eventually run into gear rubbing as time goes on, which makes for good story.

An Immortal would make for an excellent replacement for a Brujah or Gangrel in a coterie that lacks one, acting as a physical combatant for them. This is even a good possible way for the Immortal to stay in the party with a vampire like a Ventrue or Toreador hiring them as a bodyguard to protect and aid them.

Werewolf

The chosen of Gaia are quite fickle beasts, they choose to fight a war they already lost and will choose to accept their loss. Werewolves vary on their opinion of humans too, some see them as a flock of sheep that they need to protect and keep culled; others see them as actual people that should be allowed to do what they want.

Regardless of what they think, werewolves are all united against the Wyrms and its minions, which is something an Immortal could quite easily get behind and support. How an Immortal meets a group of shape shifters is another thing. Perhaps he just happens to see a werewolf attack some minion of the Wyrms and doesn't turn to run and instead chooses to assist them, drawing his sword as a tool of vengeance to smite the evil beast. Or perhaps some Immortal is captured by some Wyrms minions before his First Death and is sacrificed for a Bane, only to find that he stands

up after his throat was slit a few minutes later, or a werewolf kills him while he's possessed and finds stands back up after the Bane has been exorcised from his body.

Regardless of how an Immortal gets into pack of werewolves, the Elders would keep a sharp eye on him as they've more than likely never heard of him or his kind. They test him to make sure he's true to what he says and not of Wyrms taint, meaning an Immortal must be very careful about his Dark Quickening.

An Immortal would be a potent ally to a pack of werewolves. First of all, he would appear as only human to a spirits and Black Spiral Dancers. He's also not harmed by silver like werewolves, along with being able to take unbelievable punishment and abuse while still going. For the Immortal, a variety of potent fetishes and other such magical objects could be gifted to him for a service.

Werewolves and Immortals have many similarities in that they all must inevitably for what they want and they can't avoid it. For Immortal's it The Prize, and for werewolves it's their people. They also both believe in dueling, but in a different sort, Immortals do it for survival, werewolves do it for honor and to settle a score. A duel between an Elder werewolf and an Immortal would be a spectacle for all to watch and enjoy.

Mage

Mages are the closest to Immortals of all the three mentioned in this section, mostly because they all live relatively normal lives until they Awaken. An Immortal may never Awaken as a Mage, but he can become a sorcerer. Most mages would see an Immortal as some enigma that needs to be solved, which might be of great assistance to some young Immortal.

Mages and Immortals can meet in almost any number of ways, from just simply walking in on the Immortal using his powers and the mage detecting it as a spell, to an Immortal seeing the mage cast his spell. Technocrats and Traditional mages would both make potent allies for an Immortal, being able to enchant or modify the

material of his blade to be more potent in combat. Giving them armor and knowledge they can use, and in general filling in the lack of magical powers that an Immortal lacks.

Order of Hermes mages would more than likely jump at the opportunity to have an Immortal sorcerer as an apprentice. Such knowledge would never be lost or decay as long as the Immortal remains alive. Such a potent ally would also be terrifying and useful.

Other Traditions would take a variety of approaches to an Immortal, some just seeing them as a glitch in the universal machine, while others see them as some angel or demon sent by god. Whatever ideology they take would vary from mage to mage.

Technocrats would see the Immortal as three possible things. First one would be the next step in human evolution, something that Iteration X and the Progenitors would take a great amount of resources to study and research. The second one would be that they're an anomaly that needs to be destroyed. The third would be that they're potential tools that can be used and controlled. Though again, their opinions would vary from mage to mage.

Becoming Immortal

While it's all fine and dandy to start a character off as an Immortal, sometimes it's more fun to start a character off as a pre-Immortal. This can be a lot of fun as the player has to go through the whole process of becoming Immortal and dealing with their First Death and coming to terms with being Immortal. They also must go through their First Teacher who will help them in that regards, building all the way up to their first duel, a duel which should be hyper lethal and have a good chance of killing the character.

It's important when the player makes their character that they remember their character is exceptional but not impossible. Almost no humans have sword training anymore and therefore should have no to little skill in Melee beyond the first dot without a huge exception. Besides, is it more fun starting off as a character who has everything they want, or growing into it

through a story? Either way, it's important to keep a look out power gamers and munchkins when they are making an Immortal.

Immortals are still wonderful to play as before their First Death like vampires leading up to their Embrace or a hunter leading up to their Imbuing. Such characters lead to interesting and fun stories that are the backbone and point of the World of Darkness. Remember that plot should be the most important thing for a game.

Running the Chronicle

Running a Chronicle with a group with an immortal is something of a challenge. Physically, Immortals are among the most powerful characters in the Storytelling system, but there are disadvantages to playing an immortal, when compared to a vampire, a werewolf, or a mage. All three possess powers which an Immortal cannot match. Many Disciplines and Gifts bestow advantages which the Quickening is unable to match, and the Magick wielded by mages, while Immortals are immune to the effects of the Life and Prime spheres, can be very dangerous indeed.

The Last is designed to help even out these differences, and the Storyteller should actively be thinking about what an Immortal may sense through the Last throughout a story. Note that an immortal player character should not have to ask whether he senses anything through the Last - it is designed to be a random way of giving the Immortal knowledge which he couldn't normally know, and isn't an ability or a Gift to be activated at will. Consider the various instances in the film where an Immortal knew something he really shouldn't have - Connor finding Brenda's gun and tape recorder; Kurgan knowing that "there is one among them named Connor"; Connor sensing Rachel's presence and asking what she was looking at and so on.

It is also necessary to keep in mind the aims and desires of the various characters in a group; obviously the aims of a Fera, for example are different from that of a vampire. The werewolf may wish to increase his Renown by combating the Wyrms, while the vampire might want to

extend his power and influence. However, an Immortal has but one aim - to win the Prize. The only way of doing this is to kill other Immortals and take their Quickening. The Storyteller should always make sure that there is a reason for the Immortal character's presence in the group, and for him aiding the other characters. The mages and the Fera may have teamed up to thwart the Technocracy's plans, as it is in both their interests, but, a player with an Immortal character could quickly discover that he is just riding along in this situation, with no advantage to his character being readily apparent. It is important to ensure that the actions of the group as a whole don't conflict with the aims of any of its individual members.

It can be advantageous if the Immortal character has ties to other members of the group, instead of just being an extra member of the team, whom no one really knows. He might be a distance relative to a Fera, or an ally of a vampire or a mage. What is important is that he is actually part of the team, and not just an add-on.

Avatar Storm

So, if the Quickening is a lot like Quintessence does that mean that Immortals are affected by the Avatar Storm when they cross the Gauntlet/Veil? Short answer: No. Long answer is a bit more complex than that. When a mage crosses over they feel the full effects of the Avatar Storm based their Arête and permanent paradox in damage unless they have the Storm Warden merit. Storm wardens however don't even see the storm as according to the Mage Storyteller Companion. They don't see it or even feel a breeze, only those that can be affected by the storm are affected by it apparently.

So, does an Immortal feel the effects of the storm? No, they don't but they can fully see it if someone else is being affected by it. If a mage without Storm Warden crosses over with an Immortal, an Immortal will see the storm's effect and feel the winds, but won't take any damage from them. But if an Immortal were to cross over with a Fera, they'd not even see the storm, and moreover not even feel it.

Appendix I: The Watchers, Tools, and Animals

The Watchers

The Watchers are an ancient organization to keeping track of all Immortals. The more important the Immortal the more Watcher attention she receives. All Immortals have at least one Watcher agent keeping track of them. The major contenders for the prize – i.e. Duncan, Connor, Methos, etc. – had several. The official party line is that the Watchers do not interfere. However, they have been some noted exception. One the one hand high ranking Watcher Joe Dawson, now deceased, gave a considerable amount of information to Duncan. On the other hand, James Horton, also deceased, killed a number of Immortals. How the Watcher assigned to the Immortal player character respond is up to the Storyteller. However, what kind of individual the Immortal is has a strong influence. All Watchers are college educated. They often hold Masters' degrees if not Doctorates. They take photographs; keep track of who the Immortal fights so forth. The Watchers discover new Immortals when their subjects train an Immortal or fight an Immortal that the Watchers have never heard of before. Then the Watchers assign a new agent to this Immortal.

Watcher Agent

Agents may be of any race, creed or religion. After all, the Immortals come in every race, creed and religion.

Character Creation: Attributes 7/5/3. Abilities 12/8/5, Backgrounds 5, Willpower 5.

Suggested Attributes: Str 2, Dex 2, Sta 2, Cha 2, Man 4, App 2, Per 4, Int 4, Wits 2.

Suggested Abilities: Alertness 2, Expression 1, Streetwise 1, Subterfuge 1, Crafts – Photography 2, Firearms 1, Drive 2, Stealth 2, Survival 1, Academics 1, Computer 2, Enigmas 2, Investigation 3, Law 1, Linguistics 1, Politics 1, Science 1.

Image: Whatever blends in best with the local population. Each Watcher strives to be a face in the crowd.

Roleplaying Hints: Watchers take their job quite seriously. It can be dangerous – Immortals react poorly to stalkers. They do try to maintain a normal, social life though they are dedicated. The Watchers leadership encourages this – it helps prevent the Watcher from developing a kind of hero worship towards the Immortal they study. They are akin to highly educated reporters or private detectives who are always on a case and always undercover.

Item ~ The Methuselah Stone

This is the only know Immortal magic item. However, only a few Immortals know it exists. Even they do not know all of its properties. When whole it appears as a polished crystal sphere. The Biblical Methuselah created the stone according to legends. It predates the Great Flood if this is true.

It has two known properties. The first is to make a mortal who possesses it Immortal. So long as they possess the Methuselah Stone they may gain Quickening powers, do not age and have all the benefits and disadvantages of Immortals. They revert to being a mortal and resume aging normally if they lose possession of the Stone.

Secondly, Immortals no longer operate under the First, or the compulsion to kill one another, if they are in possession of the Stone. This also applies to any other Immortals if they regularly work and interact with the Immortal in possession of the Stone. Immortals may continue to kill each other; they just no longer feel a psychological pressure to do so.

The first know appearance of the Methuselah Stone was use of it to build an Immortal army. This fact is virtually unknown in Immortal circles.

Appendix II: Credit Where Credit is Due

Outlander: Immortal 20th Anniversary

Mike, John, Brent, and SirDakkalot: Assisting and play testing.

R-: Revised Compilation, Quickening Throe, The First, Dreamless Death, Favored Weapon, Prologue, Epilogue, History, Watchers, Methuselah Stone, A Matter of Philosophy.

Hank Driskill and John Gavigan: Mummy Companion,

Taken from the version 2.1 of the rules and based on Merits and Flaws from the Vampire sourcebooks.

Mark Antill: The Highlander Players Guide.

Erik Nielsen: Powerful Quickening, Quiet Quickening, Soft Touch, Unfortunate Quickening

LeeGarv: Weak Persona, Distinctive Quickening,

Marco: Bonding Blood, Endurance, Hidden Quickening

Charlesfreel: Holy Ground Aversion, Slow Healing, Strong Aura, Supernatural Metabolism, Tasty Blood, "Thousand-Yard Stare", Ignorant, Neck Injury.

J. Clayton: No [Sense of] Quickening

The Livewire: Painful Detection, Friendly Watcher, Well Known Watcher, Too Friendly Watcher.

Excerpts from sourcebooks: "Steel Wall," "Head Wound" and "Jab" are from the Werewolf Players Guide. "Tendon Slice" is from Changeling: the Dreaming. The archetypes "Reluctant Immortal" and "Masquerader" are from Mummy Second Edition.

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